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N-FORCE
AT LAST – THE WORLD'S ONLY NES MAG!
Super Mario Bros
Exclusive movie news
Tips galore!
Dizzy & Mario players' guides
PLUS FREE! GAME BOY MAG
BARTMAN
Meets Radioactive Man
PLUS! WIN A SATELLITE TV SYSTEM, THE COMPLETE SIMPSONS VIDEO COLLECTION AND ACTION REPLAYS!
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WIN A DREA

...anywhere

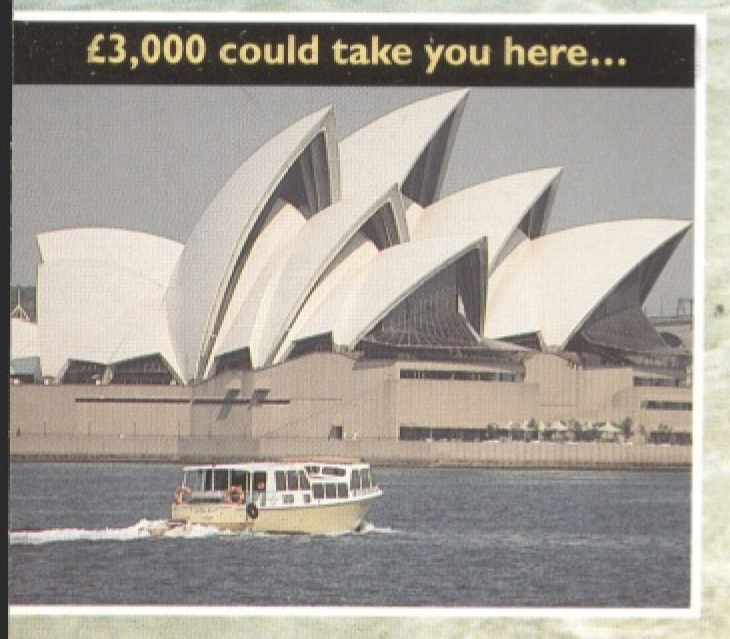
Later this year one of our readers will be invited to go on a holiday of a lifetime – to just about anywhere in the world. It could see you basking in the Bahamas, or cruising in the Caribbean. It could be ambling around Australia, or night-clubbing in New York. Even trekking in Tibet, or pottering around the Pyramids. Literally, the world is your oyster ! It could be a holiday for one. Or for a whole family. Just as you wish – providing the total cost comes to no more than £3,000.

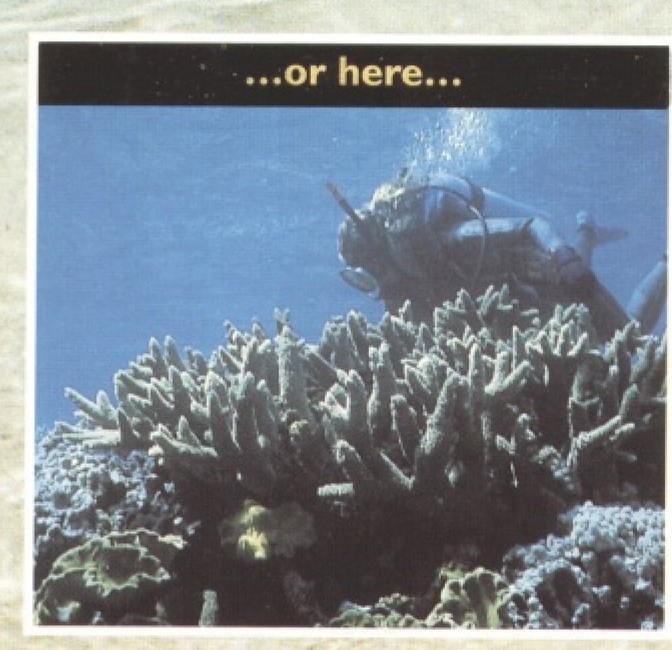
How do you go about winning such a fantastic invitation? Simply by completing the coupon opposite and handing it in to your newsagent. He will then enter it for this unique competition, in time for the draw which will take place on July 12.

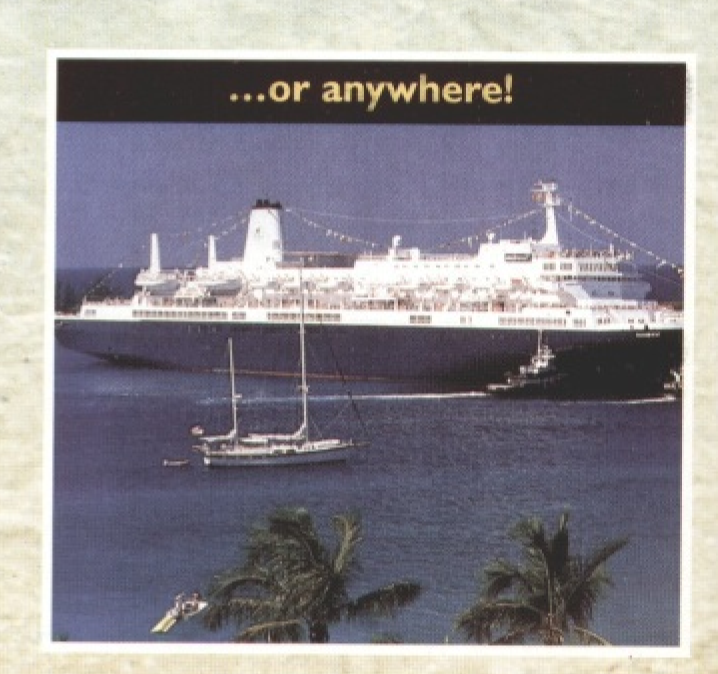
If you win you will be asked to select the holiday of your choice from any you see on offer – either nationally advertised or available from your local travel agent. There will be absolutely no restriction on the location, or the company you choose to provide the holiday.

It will be entirely up to you to decide which is the right holiday to suit your tastes.

And that's not all. As a thank you to your own newsagent, we will also be sending him two free tickets for a fabulous holiday in Paris, staying at a top hotel, going on a grand sightseeing tour and taking in a spectacular show at an exotic night club!


£3,000 could take you here...


...or here...


...or anywhere!

AND IF YOU WIN, THERE'S A HOLIDAY

AM HOLIDAY in the world!



WHICH MAGAZINE FOR YOU?

ACORN – One of Britain's longest-running computer magazines, *Acorn Computing* (£2.95) is the pre-eminent choice for users of the Archimedes and BBC Micro.

COMMODORE – Three magazines serve the dedicated Amiga fraternity. For games players there is *Amiga Action* (£3.95) and *Amiga Force* (£1.95), while *Amiga Computing* (£2.99) covers every aspect of this versatile machine. Owners of the C64 will find all they need in *Commodore Force* (£2.95).

ATARI – For the Atari ST enthusiast there are three magazines – *ST Action* (£3.95) for gamers, with *Atari ST User* (£.3.40) and *Atari ST Review* (£3.50) satisfying the more general ST owner.

NINTENDO – The whole of the ever-expanding Nintendo scene is covered by *N-Force* (£.1.95), while dedicated fans of the Super NES have *Super Action* (99p) and for Game Boy freaks there's *GB Action* (99p).

PC – Most dynamic newcomer on the PC magazine scene is *PC Home* (£3.95), covering both business and leisure interests. *PC Today* (£3.95) is devoted to supplying practical solutions for the small businessman.

SEGA – All the Sega games machines have their champion in *Sega Force* (£1.95), with *Mega Action* (99p) serving the needs of Mega Drive owners *(to be launched on May 20).*



To enter this £3,000 contest, just hand this coupon in to your newsagent.

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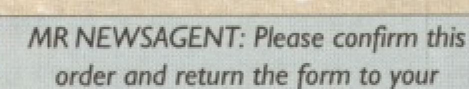
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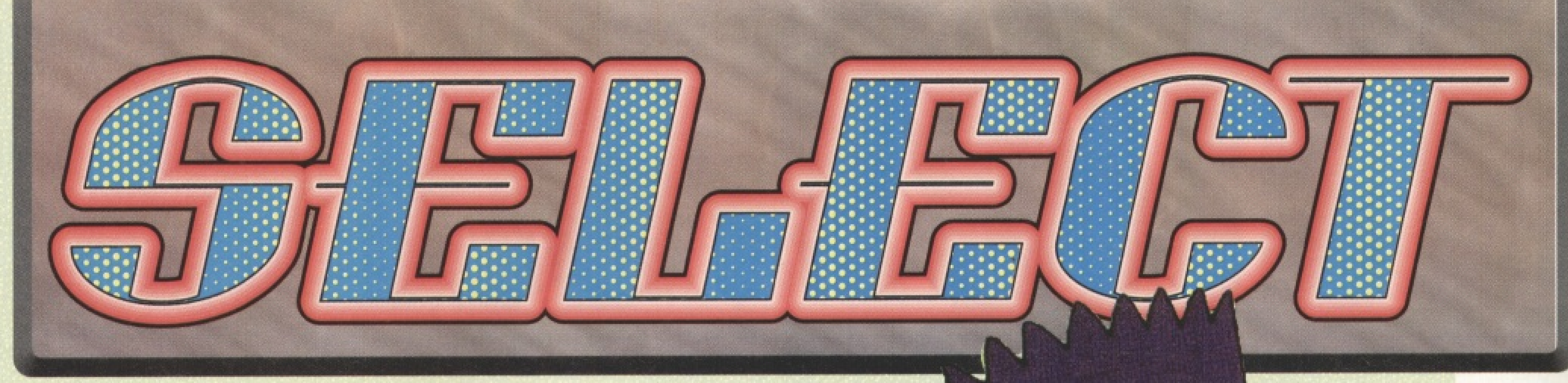
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- ❒ Amiga Computing
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- ❒ Atari ST User
- ❒ Commodore Force
- ❒ GB Action
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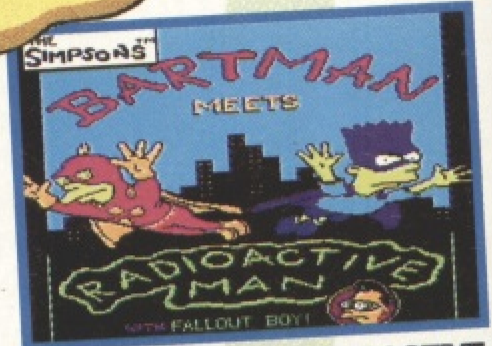


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IN PARIS FOR YOUR NEWSAGENT TOO!



JULY '93



BARTMAN MEETS RADIOACTIVE MAN SEE PAGE 16



PUGSLEY'S SCAVENGER HUNT SEE PAGE 20



SUPER JAMES POND SEE PAGE 26

ALL CHANGE!

This is N-FORCE — the first ever console magazine to be totally devoted to the Nintendo Entertainment System. No longer will all you NES owners have to wade through page after page of SNES reviews to find your fix of 8-bit gaming. Every page of this magazine is 100% for your console and we've got one of the top gaming teams in the country all geared up and ready to deliver essential news, reviews and playing guides for the top NES games every month!

It's the summer and the beaches are packed full of new NES talent all battling for first place. We've gone Simpsons mad here at N-FORCE with a three-page review of the brand spanking new *Bartman Meets Radioactiveman* as well as all the other Simpsons games, a competition to win a satellite TV system and all the Simpsons videos and a great poster for your bedroom wall!

Fans of that cheeky little egg *Dizzy* won't be scratching their heads for much longer once they've read our player's guide to the game in TIPS FORCE. There's also masses of Mario to watch out for with a guide to the original *Super Mario Bros* game, exclusive news on the summer movie and our top-secret file on the Brooklyn plumber himself.

We haven't forgotten all you Game Boy owners in the new format N-FORCE — you've got your very own pull-out GB FORCE in the centre of the magazine. Flip over there now and check it out!

Don't forget, this is the only magazine for 100% NES action. If you've got anything you'd like included, a game you're stuck on or an idea we could incorporate into the mag, just drop me a line. I'm all ears — well not quite! Cheers! Oh, and enjoy the mag!

Nick Roberts

EDITOR

BRITAIN'S BEST GAME BOY ACCESSORY

GB-FORCE

Yes it's true! Game Boy owners can now wallow in their very own eight-page supplement packed with hints, tips and reviews on all the latest handheld offerings. Every month reviewing teams from N-FORCE and SNES FORCE will get together to sort out the good and bad Game Boy titles in one grand games playing session. The best of the bunch will end up here.

GB-FORCE — It's free, and worth twice that!

- ALFRED CHICKEN CRACKING TIPS GUIDE
- FANTASTIC ASTERIX REVIEW
- FIRE FIGHTER SUPER EXCLUSIVE
- FRANKY'S BACK IN DR. FRANKEN II



GAMES GALORE

N-FORCE

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Some Simpsons images kindly supplied by BSkyB.

THIS IS N-FORCE

If you haven't noticed already this is N-FORCE with a difference. Not one scrap of SNES coverage anywhere in the magazine! From this issue N-FORCE is dedicated to bringing all you NES owners 100% reviews, previews and players' guides for your 8-bit console with a special eight-page supplement for Game Boy fiends — GB-FORCE.

We've got some great things lined up including tips guides to the complete Super Mario Bros series of games!

So now there is only one place to be for the full low-down on the NES scene. Here!

There's lots of action in the NES world this month with some cracking games set to rock America. Let's take a peek through the round window...

Tiny Toon Adventures 2
Trouble in Wackyland

Platform
Producer: Konami
Available: Now
Status: USA import

Those wacky funsters are back again, but only Stateside for the moment. Konami have just finished work on the second NES adventure for those cute baby cartoon characters and this time they're visiting an amusement park.

Montana Max and his rodent warriors are spoiling everyone's fun at Wackyland so each of the heroes will try to rid a particular ride of these pests.

Furrball has got the High Speed Log Ride all to himself, Hamton has the Wild Western Train Ride, Plucky Duck is having fun on the Bumper Cars, Babs Bunny is riding the Roller Coaster and everyone's hero Buster Bunny has to sort out the topsy-turvy Fun House where the nasty Max is waiting for him.

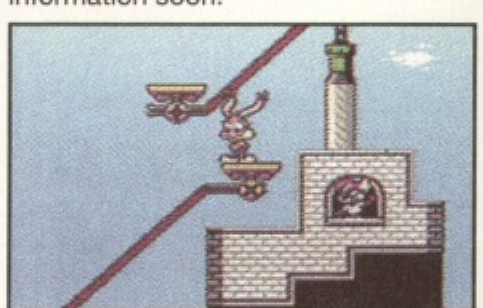
Each ride is a completely different sub-game with bright and colourful cartoon visuals and some spanky music to jolly things along. The only trouble with the game is that it's being released by Konami USA and not Konami Europe. The European side of the company has no plans to release the game in the UK!

But don't worry N-FORCE is on a search for a top quality American cartridge importer who will supply this game for all us NES and *Tiny Toons* fans in the UK and Europe. Watch this space for more information soon.



One down, eight lives to go: Furrball goes for a Log Ride.





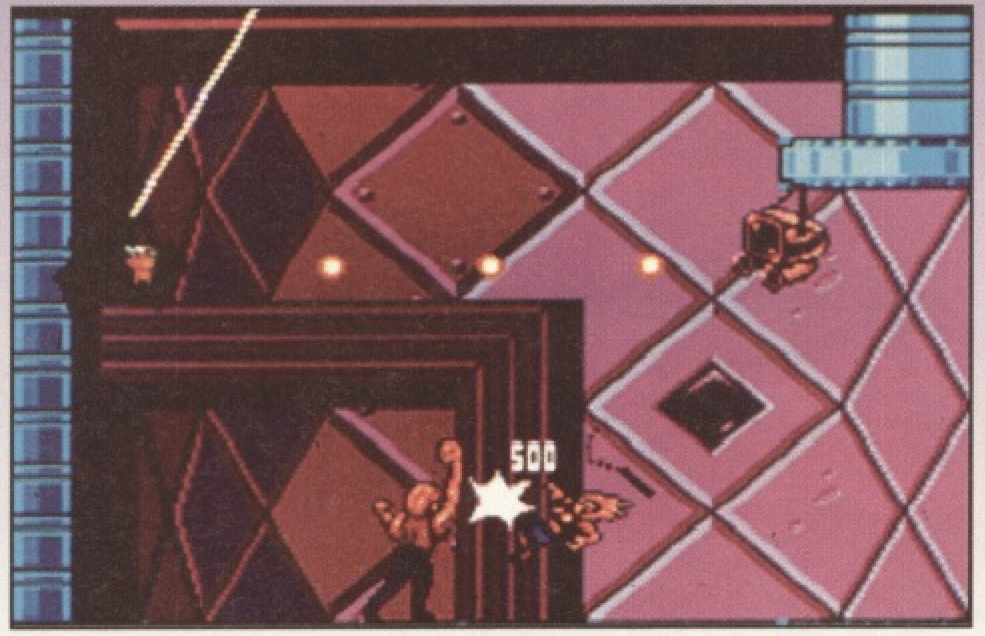
That Roller Coaster doesn't look too safe. Let's just hope it doesn't loop-the-loop with Babs Bunny on it!

Battletoads/Double Dragon

It's time for Zitz, Rash and Pimple, otherwise known as the Battletoads, to leap into action yet again in another dangerous adventure. This time they join forces with the incredible fighting duo from *Double Dragon*, Billy and Jimmy Lee, to form a strong alliance against the evil that awaits them.

Beat-'em-up
Producer: Tradewest
Available: Coming soon
Status: USA import

The Dark Queen and the Shadow Boss are in control of a battle-cruiser the size of a city, which is naturally named Colossus; they smash out of the moon and begin their treacherous plan of action against earth. The evil duo are joined by a select bunch of mindless nasties called Big Blag, Abobo, Robo-Manus and Roper. Little do they realise the strength of the dynamic team that awaits their arrival on earth and will soon send them packing. Prepare yourself for some explosive action as the characters from two of the most successful games on the NES join to form a super 'kick bottom' fighting team that'll blow you away. Keep an eye on N-FORCE.



Two great forces meet — Battletoads and Double Dragon. With their combined powers they can't half pack a punch!


Help! There's a man diving out of the window. This game is action-packed.


Beat-'em-up fans will go mad for this game. Lots of punching, kicking, screaming and... my — it's terribly violent!

BUZZ

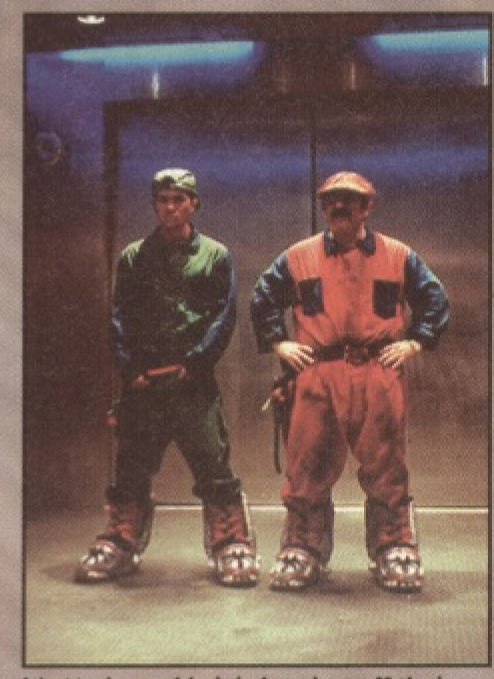
WHAT'S NEW IN THE WORLD OF NINTENDO?

Super Mario Bros — The Movie

It's finally arrived — the amazing movie based on the world famous *Super Mario Bros*. Yes, Mario and Luigi make it to the silver screen on July 9 (our beloved Ed's birthday!) in a £30 million comedy sci-fi adventure starring our very own Bob Hoskins with John Leguizamo, Dennis Hopper, Samantha Mathis and Fiona Shaw.

It's a tale of two Brooklyn plumbers who battle against the evil King Koopa to save the beautiful Daisy and preserve the planet. Directed by the British husband-and-wife team Rocky Morton and Annabel Jankel, famed for creating *Max Headroom* and designed by David Snyder of *Blade Runner*, this is one film not to be missed.

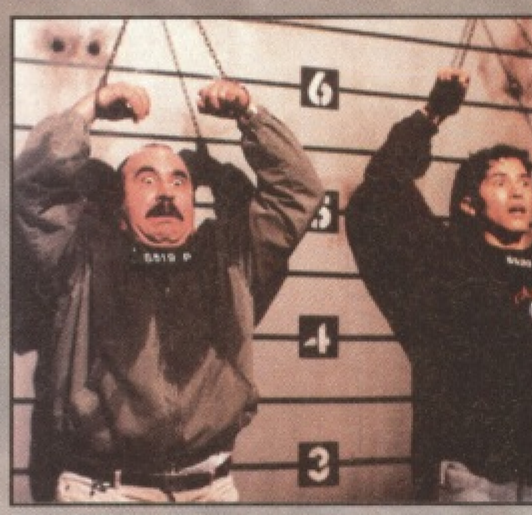

A scene overlooking Dinoyark with neon signs lighting the sky.


It's Mario and Luigi showing off their special bouncing boots.

Many of the characters from the games have made it into the movie including that lovable hero Yoshi. The only thing is he's no longer a cutesy green dinosaur with a cheesy grin, he's now a prehistoric miniature Tyrannosaurus Rex with teeth that could tear you apart with one chomp!

To create this Nintendo epic the film-makers took over an abandoned concrete factory in North Carolina and created Dinohattan — New York in an alternate universe. The massive set was filled with neon lights and twisted metal to give it a strange futuristic feel. In this parallel world Mario and Luigi confront vicious piranha plants, deadly fireballs and crazy carnivores while escaping from Koopa's thugs, the Goombas. Screenwriters Barry Morrow and Ed Soloman, who previously worked on *Bill and Ted's Excellent Adventure*, spent many hours playing the NES games to get ideas for their script. You can bet it's going to be a scream!

We'll bring you a full feature on this great movie next issue including a behind the scenes look at the special effects used on Bob Hoskins..



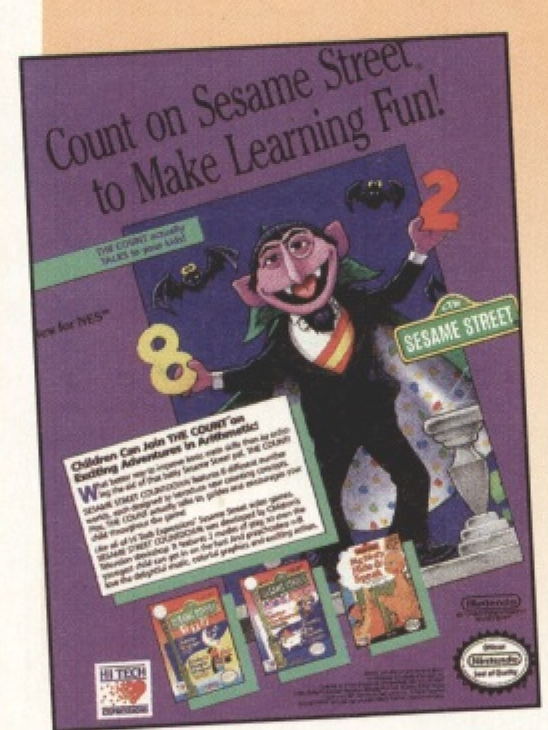
Oops! These guys are in a spot of bother. Can they survive — see next month.

UP FRONT!

There are more NES titles on the cards than the N-FORCE team drank cans of Pepsi Max this month! Many of them are available now on American and Japanese import but some should make their way onto the official UK lists in the future.

Ace Harding — Lost in Las Vegas	Kemco	USA Import
Adventure Island III	Hudson Soft	USA Import
Alfred Chicken	Mindscape	Summer
Backgammon	American Video	USA Import
Bases Loaded 4	Jaleco	USA Import
Batman Returns	Konami	USA Import
Battletoads/Double Dragon	Tradewest	September
Bee 52	Camerica	USA Import
Best of the Best Championship Karate	Electro Brain	USA Import
Big Mouth Bass	American Video	USA Import
Bignose Freaks Out	Camerica	USA Import
Bomberman II	Hudson Soft	USA Import
Break Time National Pool Tour	KCI	USA Import
Caesar's Palace	-	USA Import
Casino Kid II	SOFEL	USA Import
Color A Dinosaur	Virgin	USA Import
Crash Dummies	Acclaim	Summer
Crash'n the Boys	Technos Japan	Japan Import
Cue Stick	American Video	USA Import
Dizzy The Adventurer	Camerica	USA Import
Dragon Strike	FCI	USA Import
Dragon Warrior IV	Enix	USA Import
Drop Zone	Mindscape	Summer
Duck Tales 2	Capcom	Japan Import
Empire Strikes Back	Lucasfilm Games	USA Import
F-117A Stealth Fighter	Microprose	USA Import
Family Stadium '93	Namco	Japan Import
Felix the Cat	Hudson Soft	USA Import
Firehawk	Codemasters	Summer
Gargoyle's Quest II	Capcom	USA Import
George Foreman's KO Boxing	Acclaim	USA Import
Ghost Lion	Kemco	USA Import
Ghoul School	Electro Brain	USA Import
Great Waldo Search	T.HQ	USA Import
Happily Ever After	SOFEL	USA Import
Hello Kitty's Flower Patch	Character Soft	Japan Import
Hillsfar	FCI	USA Import
Hit the Ice	Taito	USA Import
Home Alone 2: Lost in New York	T*HQ	Out now
Hudson Hawk	Sony Imagesoft	USA Import
Indy Heat	Tradewest	USA Import
Int. Ultimate League Soccer	American Video	USA Import
Kid Clown	Kemco	USA Import
Kirby's Dreamland	Nintendo	USA Import
Leathal Weapon 3	Ocean	Summer
Linus Spacehead's Cosmic Crusade	Camerica	USA Import
Little Samson	Taito	USA Import
Mario is Missing	Mindscape	Summer
Megaman 5/Rockman 5	Capcom	Japan Import
Mickey's Safari in Letterland	Hi-Tech Expressions	USA Import
MiG-29	Codemasters	Summer
Mighty Final Fight	Capcom	USA Import
Overlord	Virgin Games	USA Import
Panic Restaurant	Taito	USA Import
Parodious	Konami	Out now
Poker	American Video	USA Import
Power Blade 2	Taito	USA Import
Power Punch II	American Softworks	USA Import
ProSport Hockey	Jaleco	USA Import
Quattro Arcade	Camerica	USA Import
RC Pro Am II	Tradewest	September
Robocop 3	Ocean	USA Import
Rockboard	Capcom	Japan Import
Rocky & Bullwinkle	T*HQ	USA Import
Rollerblade Racer	Hi Tech Expressions	USA Import
Stanley: The Search for Dr. Livingston	Electro Brain	USA Import
Street Challenge	American Techno Inc	USA Import
Super Adventure Challenge	Codemasters	Summer
Super Hunchback	Ocean	USA Import
Swamp Thing	T.HQ	USA Import
Tecmo NBA Basketball	Tecmo	USA Import
Tecmo Super Bowl	Tecmo	USA Import
Terminator 2: The Arcade Game	Acclaim	USA Import
Terminator	Mindscape	USA Import
The Jetsons	Taito	USA Import
Tiny Toon Adventures 2: Trouble In Wackyland	Konami	USA Import
Tiny Toons Cartoon Workshop	Konami	USA Import
Toxic Crusaders	Bandai	USA Import
Trolls in Crazyland	American Softworks Corp.	USA Import
Turtles III The Manhattan Project	Konami	USA Import
Ultimate Stuntman	Codemasters	Summer
Universal Soldier	Accolade	USA Import
Wizardry	Asciiware	USA Import
WWF Steel Cage Challenge	LJN	USA Import
Zen Intergalactic Ninja	Konami	USA Import

Sesame Street



Coming soon to the NES are a couple of educational carts based around the lovable antics of those muppets on *Sesame Street*, cunningly entitled *Sesame Street Countdown* and *Sesame Street Value Pack*.

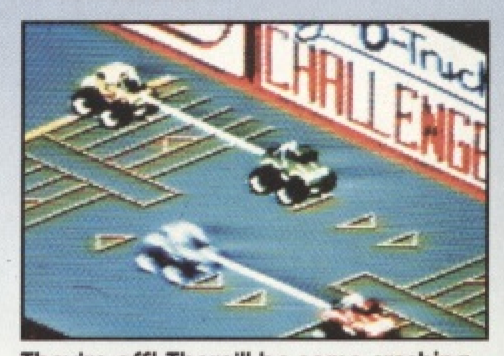
Countdown stars probably the only lovable vampire in existence — the Count. He chats with kids throughout the game and directs them through a series of fun-filled number identification games, counting and addition 'skill builders'. The game contains a highly involving and entertaining learning environment to give children something more than the average shoot-'em-up or platformer. The *Sesame Street* series was developed in co-operation with Children's Television Workshop — the producers of the children's TV show.

RC Pro

Sports
Producer: Hi Tech Expressions
Available: Autumn
Status: USA import

Remember the high-speed racer *RC Pro Am*? Tradewest are about to release the follow-up, *RC Pro Am II*, which has faster, trickier tracks, new challenges and better opponents. This time you have the choice of either playing against the computer or competing against up to three friends to make *RC Pro Am II* even more exciting and fun to play. The more races you win, the faster your truck gets and the more difficult the tracks get.

As in the original game, there're various special power-ups scattered around each track to help you upgrade your truck. You can also pick up weapons to take out your competitors if it looks like they might get ahead in the race. All racing freaks should prepare for a full review in N-FORCE soon.



They're off! There'll be some crashing 'n' bashing before this race is won.

Rollerblade

Racing into your local stores soon is a high-speed rollerskate racing game called *Rollerblade Racer*. Players take the tough challenge of racing around skating events filled with obstacles, unexpected dangers and death-defying tests of endurance. Players have the choice either to race against the tough clock circuit or get brave and race against an opponent, which takes a lot of skill and a hell of a lot of guts. As well as the normal races there're loads of bonus levels including the popular half pipe and the terrific barrel jumps that'll take away what little breath you have left.

As you progress through each level, the challenges get far trickier and the speed is turned to full body throttle as the players skate ever faster to the grand finish. *Rollerblade Racer* simulates the gripping sport of in-line racing with thrills and spills, but you have to make sure that the spills are few and far between or your racing days are numbered. Make sure you don't miss this NES racer coming to a copy of N-FORCE in a full review soon.

Sports
Producer: Hi Tech Expressions
Available: Autumn
Status: USA import

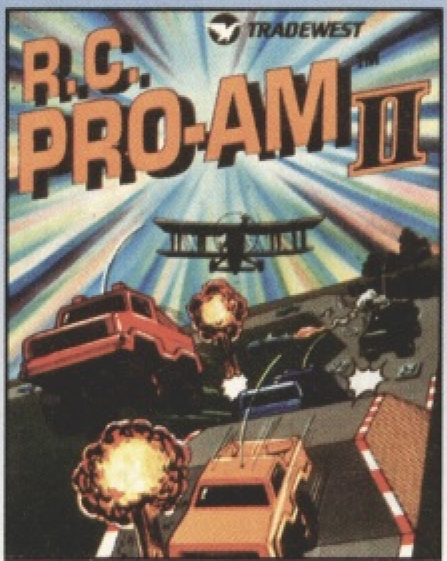
Edutainment
Producer: Hi Tech Expressions
Available: Autumn
Status: USA import

Other features include two modes of play, one directed towards children who are new to the NES and the other designed for those more experienced at video gameplay.

Soon available in one package are *Sesame Street 1-2-3* and *A-B-C*, which includes four games in one: *Letter-go-round*, *Ernie's Big Splash*, *Astro-Grover* and *Ernie's Magic Shapes*. These games are designed to help children from three to six improve early reading, mathematic and organisational skills.

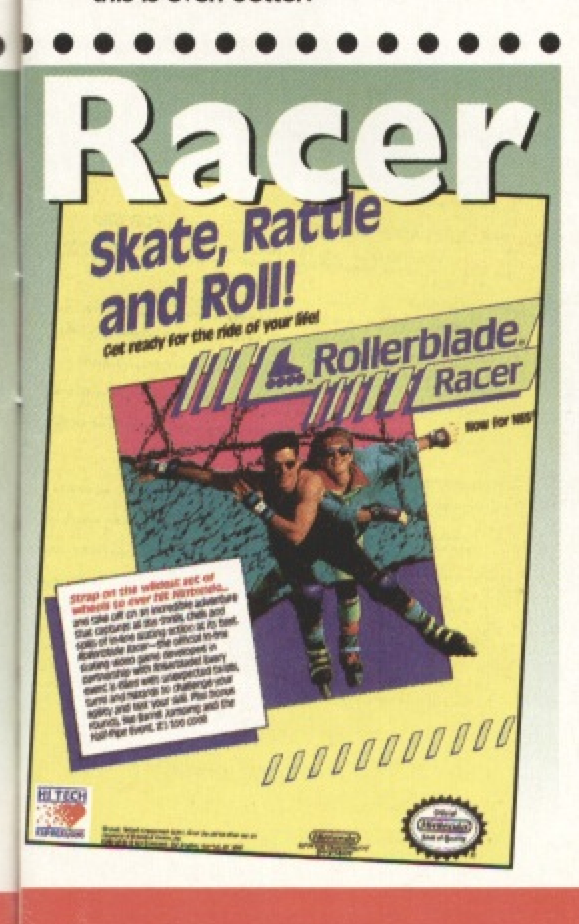
All the favourite characters make an appearance including The Count, Bert and Ernie, Grover and everyone's friend, Big Bird.

o Am II



RC Pro-Am 1 was fantastic — and this is even better!

Racer



Learn with Mickey

Let's face it, going to school and learning new things is a bore most of the time. All those endless lessons and untrendy teachers who drone on and on when all you want to do is take a nap!

Well all that is about to change with a great new range of 'edutainment' titles from America's Hi Tech Expressions. The first in the series is *Mickey's Safari in Letterland* with six fun-packed worlds full of letter tablets that must be collected and returned to the museum. The game takes the platform adventure and mixes it with letter matching and spelling to educate players while they enjoy themselves. Disney characters Goofy and Pluto also make appearances throughout the game with their jolly japes and cheesy grins.

Aimed at game fiends aged three and up there's something in this one for everyone. Three modes of play give adults and advanced gamers a challenge… they might even learn something new!

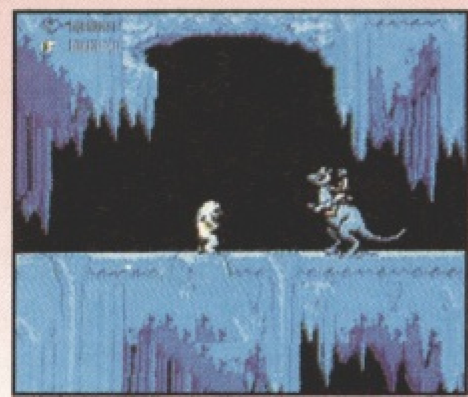
Other educational games planned this year are *Mickey's Dreamland Puzzles* and *Mickey's Adventures in Number Land*. All the titles are developed with the full support of Walt Disney so you can be sure they will be good value for money.



The Empire Strikes Back

Just when you thought the Empire had been defeated for good in the original NES epic *Star Wars*, here's the action-packed second part of the famous sci-fi trilogy. *The Empire Strikes Back* is full of all the great action sequences from the movie.

Lucasfilm Games have managed to pack in the AT-ATs attacking the rebel base on the ice-covered planet of Hoth, the treacherous journey to see the Jedi master, Yoda, and rescuing Luke Skywalker's friends from the clutches of the evil Empire in cloud city in the Bespin system.

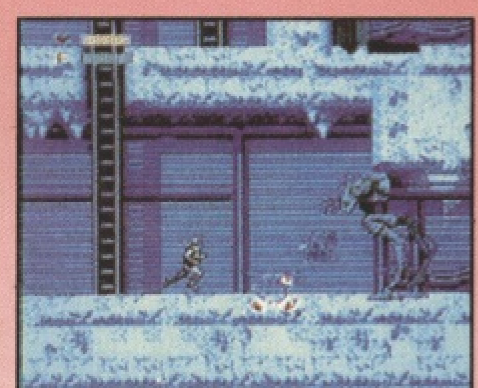


Luke comes face-to-face with an ice creature. Should he run away and hide or try to make friends? I know what I'd do!

Shoot-'em-up
Producer: Hi Tech Expressions
Available: Autumn
Status: Official UK

It's all here for the *Star Wars* freaks and will convert a few others to the ways of Luke, Princess Leia, Han Solo and their constant struggle against the tyranny of Darth Vader and the Dark Side.

Special sequences in the NES game are outmanoeuvring imperial walkers in a rebel snow speeder, dodging the attack of armoured transport and defeating the Wampa in the ice caves beneath Hoth. We just can't wait to get stuck into this console epic here at N-FORCE. It'll be winging its way over from the States to us for a review very soon.



Oh no! It's an AT-ST, or All Terain Scout Transport — we know our stuff here at N-FORCE.



LIVE!

Have you had your fill of console entertainment yet? Of course not! You can pick up more gen on the latest games on your TV and radio. Here's our guide to the best programmes.

DAILY DIARY

Monday
18.00 **Games World — The Eliminator: Sky One**

Tuesday
07.21 **Zig & Zag Master Blaster — The Big Breakfast: C4**
18.00 **Games World - Review Right: Sky One**



Wednesday
18.00 **Games World — Try Your Luck: Sky One**
20.30 **The Computer Games Show: Atlantic 252 long-wave radio**

Thursday
07.44 **Ben the Boffin Master Blaster — The Big Breakfast: C4**
18.00 **Games World — The Peep Parlour: Sky One**

Friday
18.00 **Games World — Beat The Elite: Sky One**

YEAR PLANNER

There are some spanking shows planned for this year, these are the places to be seen.

August
1st to 15th Capital Expo 93: Business Design Centre, London

September
16th to 20th Live '93: Olympia, London

Asterix

Platform
Producer: Infogrames
Available: Christmas
Status: Official UK

Coming soon from French software giants Infogrames is a great new platform adventure starring France's biggest cartoon export, Asterix. To celebrate the little Gaul's arrival on the Nintendo, Infogrames held a special press conference at the Asterix theme park near Paris. Only one man was brave enough to ride the stomach-churning rollercoasters and log flumes — Nick Roberts. He went along to check it out and came back stinking of garlic and onions!

Poor old Obelix (the fat one with the stripy trousers) has been kidnapped and Asterix is the man to save his chum. With a bottle full of magic strength potion from Getafix he sets off on his perilous journey. The game takes our hero through levels of all shapes and sizes in a classic platform mould. There are icy snow covered peaks, waterlogged moats and acres of grassy cliffs to visit on the quest.

On show at the park were the Game Boy and SNES versions of the game, but an NES platform romp is under way and should be making the crossing from France very soon. In the meantime we'll have to make do with this picture of the fantastic Asterix theme park.



Two of the comic-book characters from the Asterix theme park in Paris. Editorix and the little Gaul himself. The rubber suits aren't very realistic are they?

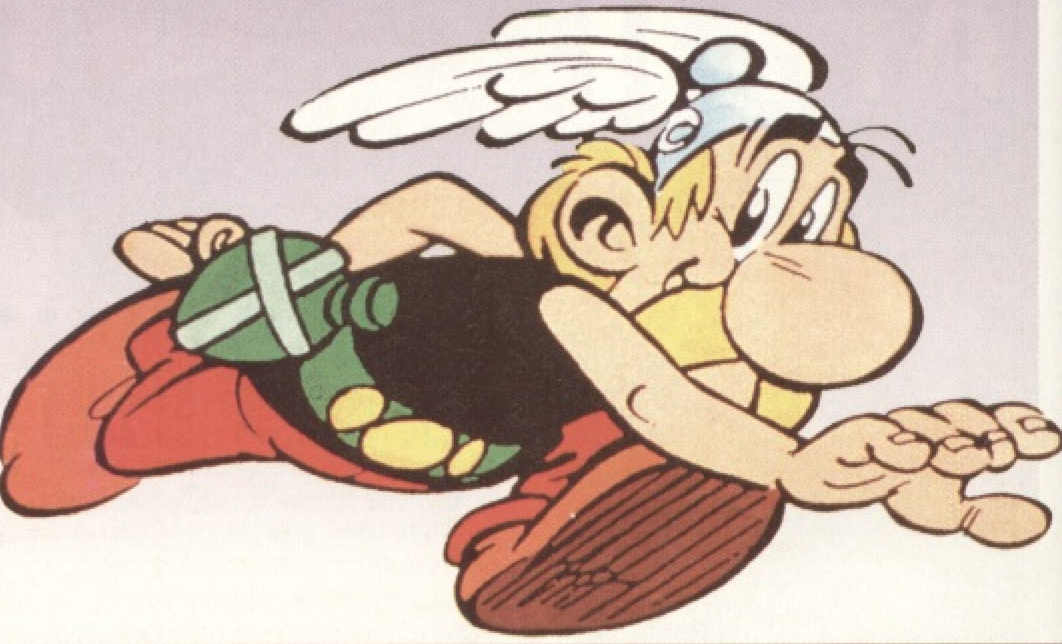


CHART ATTACK!

Platform games seem to be taking over the charts this month! Konami's brilliant *Noah's Ark* has stormed to the top knocking off *Micro Machines*. There are no less than five platform games in the UK top ten and even more in the American and Japanese charts. Will it be all change again next time?



GAMES CENTRE

UK CHART

1.	▲	Noah's Ark	Konami
2.	—	Dizzy	Codemasters
3.	▼	Micro Machines	Codemasters
4.	▲	Bucky O'Hare	Konami
5.	▲	Super Sports Challenge	Codemasters
6.	▲	Pirates	Konami
7.	RE	Tom & Jerry	Hi Tech Expressions
8.	NE	Monster in my Pocket	Konami
9.	▼	Star Wars	JVC
10.	RE	Super Mario Bros 2	Nintendo

USA CHART

1.	▲	NBA Basketball	Tecmo
2.	▼	Superbowl	Tecmo
3.	▲	Dragon Warrior IV	Enix
4.	▼	Tetris	Nintendo
5.	▲	Super Mario Bros 2	Nintendo
6.	NE	Black Bass Fishing	Hot B
7.	NE	TMNT: III	Konami
8.	▼	Dr. Mario	Nintendo
9.	▼	Mega Man 5	Capcom
10.	▼	Super Mario Bros 3	Nintendo

JAP CHART

1.	NE	Kirby's Dreamland	Nintendo
2.	NE	Dodge Danpei 2	Sunsoft
3.	▼	Yoshi's Cookies	Nintendo
4.	RE	Super Mario USA	Nintendo
5.	▼	Rockman 5	Capcom
6.	NE	Wagyan Land 3	Namco
7.	▼	Family Stadium '93	Namco
8.	RE	Crash'n the Boys	Fighting Legend
9.	▼	Datach Dragon Ball Z	Bandai
10.	RE	Mickey Mouse 3	Kemco

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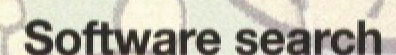
BEATTIES • BOOTS • CURRY'S • DIXONS • FUTURE ZONE • GAME • HMV • W.H.SMITH • TANDY • VIRGIN • *and all the Best Computer Shops*

Which console started the Nintendo boom? Was it the handheld Game Boy? The colour-drenched Super Nintendo? Nope — it was the 8-bit Nintendo Entertainment System with its mascot Mario. It's still going strong today...

THAT'S ENTERTAIN

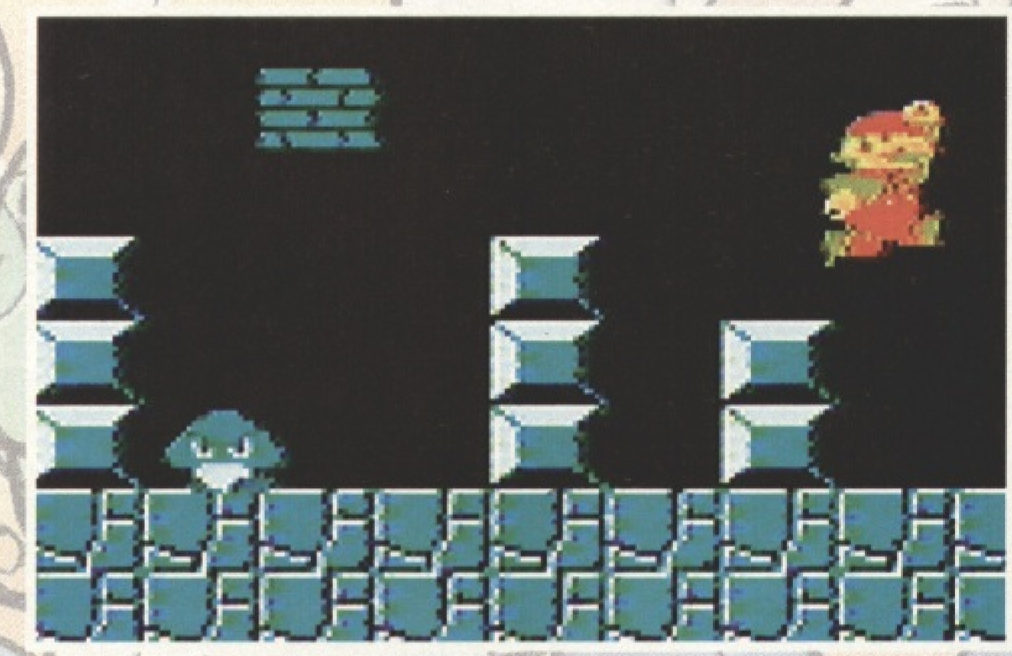
It may just be an awkward looking grey box but for console games the NES still offers best value for money with some terrific titles available. The console was launched in America way back in 1985 and took the country by storm, bringing arcade greats like *Super Mario Bros* into the home. This marvel didn't appear in the UK until three years later with toy giant Mattel marketing the beast in 1988. Unfortunately they did an awful promotion and publicity job with the console and games. It wasn't until 1989 that Nintendo really started to move in the UK. Various packages have been created over the years to sell the NES.

The original console came with two joypads, basic machine and *Super Mario Bros*. An Action Set was later launched, which had all of the original items but also included a Zapper light gun and *Duck Hunt* game. For real collectors there is also another package that includes an amazing ROB (Robot Operated Buddy) robot, but this strange contraption proved just too fiddly and Nintendo soon dropped it.



Software search

It's a sad fact that many software companies have slackened off on the 8-bit Nintendo market lately, preferring to concentrate on the new 16-bit Super Nintendo. But a massive amount of software is doing the rounds in the USA. The NES is still one of the most popular consoles in both the USA and Japan with software giants Capcom, Konami, JVC and others committed to producing new software. The success of Nintendo's 8-bit flagship abroad is largely due to its image and marketing. It's seen as a family console where mum, dad, granny and the kids can all gather around the television and play the latest platform game. This can be confirmed by looking at the categories of software that make the number one slot in the States. Games like *Tiny Toon Adventures* and *Mega Man* have been huge hits, both being platform games. The current trend seems to be towards sports simulations with the number one USA NES game being *Techmo NBA Basketball*.



Way back in the mists of time, around 1985, Mario was launched on the NES. A conversion of the mega arcade hit *Super Mario Bros* the game became instantly popular. A new kind of hero was born!

But how can we get to play these games in this country?

Learn to adapt

First of all you'll need an adaptor, similar to that used by the SNES. This is a simple device that plugs into the foreign cartridge and fools your UK NES into thinking the cartridge is an official one. This doesn't harm your console in any way. There are various adaptors available but one of the best we found was the Pro Action Replay from Datel Electronics, which also has



This is *Super Mario Bros. 3,* one of the biggest selling Nintendo games of all times. This guy is really popular!

MENT

the ability to change elements of the game to give infinite lives, energy, ammo and the like.

The second thing to do is find a good source of American cartridges. Many of the importing companies will import NES titles for you on demand, but a few have stopped shipping over large quantities of games. N-FORCE is here to tell you exactly what you need to know about every American title. We'll sort out all the trash from the hot games and tell you which just cannot be missed. Then if one takes your fancy you can easily get yourself the cartridge.

It doesn't matter which way you look at it, the NES is here to stay. There are lots of excellent games waiting to be played and we just can't wait to play them!



Tech Specs

There's a lot more going on under the bonnet of your NES than you'd think! There are chips and wires everywhere but what do they all do? Don't go cracking open your beloved machine, you'd invalidate the waranty and probably zap yourself! Instead take a look at this guide to the console.

Name: Nintendo Entertainment System
Processor: 8-bit with built-in sound generator/speech synthesiser
Resolution: 256x240 pixels
Colour palette: 52 colours and shades
Sound: 3-channel sound including speech synthesis played though a TV or monitor
Software format: Special unerasable Nintendo cartridge. Nintendo did develop a disk system for the machine in Japan but it was abandoned due to piracy.
Ports: Two game controllers, TV RF cable jack, cartridge slot, AC power adaptor, video out, audio out, expansion port
Foreign equivalents: The NES in America and the Famicom Family Computer in Japan. The Japanese machine is the same technically but is designed differently and takes smaller cartridges.
Compatibility: Will need an adaptor to play any foreign games.

It's Mario!



Nintendo's success with the Entertainment System has been mainly due to one character. That cheeky chappy Mario starred in the first game every NES owner had with their console in the classic arcade smash hit *Super Mario Bros.* But that isn't his only console game appearance. Here's the full lowdown on this world-famous superhero.

Full name: Mario Mario
Home town: Brooklyn, New York, USA
Occupation: Plumber and superhero!
Next of kin: Luigi Mario — brother and plumbing partner
Screen debut: Donkey Kong arcade machine in 1981
First lead role: Super Mario Bros in 1985
NES appearances: Pinball, 1985 — in the bonus level
Tennis, 1985 — as an umpire
Golf, 1985 — golfer extraordinaire!
Super Mario Bros, 1985 — starring role!
Wrecking Crew, 1985 — one of the crew
Punch Out, 1987 — referee
Super Mario Bros 2, 1988 — the sequel
Super Mario Bros 3, 1990 — third starring role
Dr Mario, 1991 — puzzle time
NES Open Tournament Golf, 1991 — let's swing again
Mario & Yoshi, 1992 — puzzle fun
Yoshi's Cookies, 1993 — more tricky levels
Hobbies: Running, jumping, flying, swimming, space travel and dressing up as a racoon
Love interest The gutter press have rumoured Mario to be romantically linked with the Royals — Princess Toadstool!

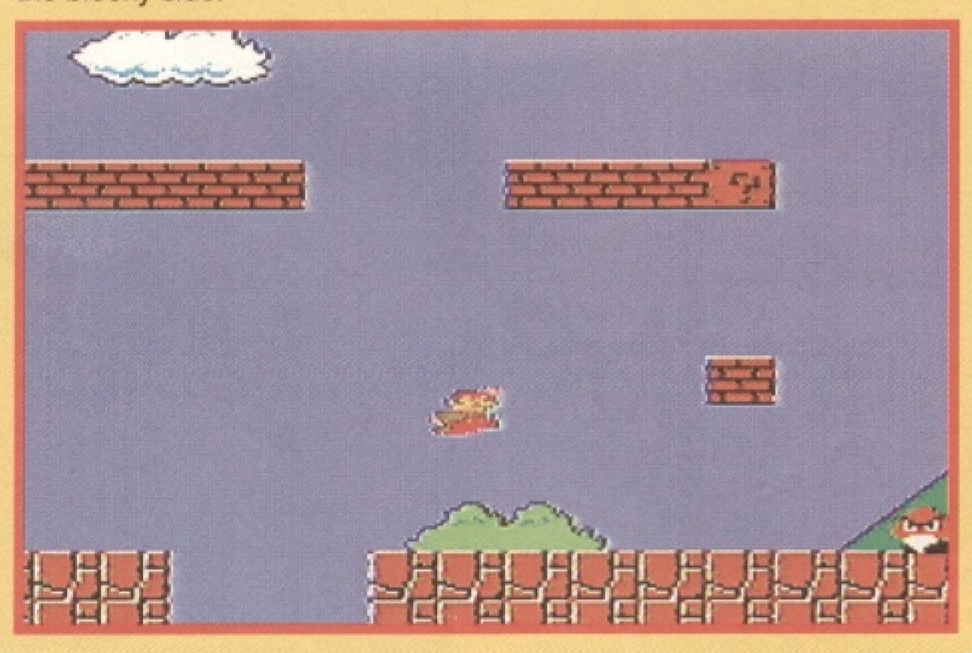
The Mario games appeared exclusively on the NES until the invention of the other two Nintendo babies, the handheld Game Boy and the Super Nintendo. Great new games starring our hero include the excellent *Super Mario Land 2: Six Gold Coins* on the Game Boy, and the classics *Super Mario World* and *Super Mario Kart* on the SNES.

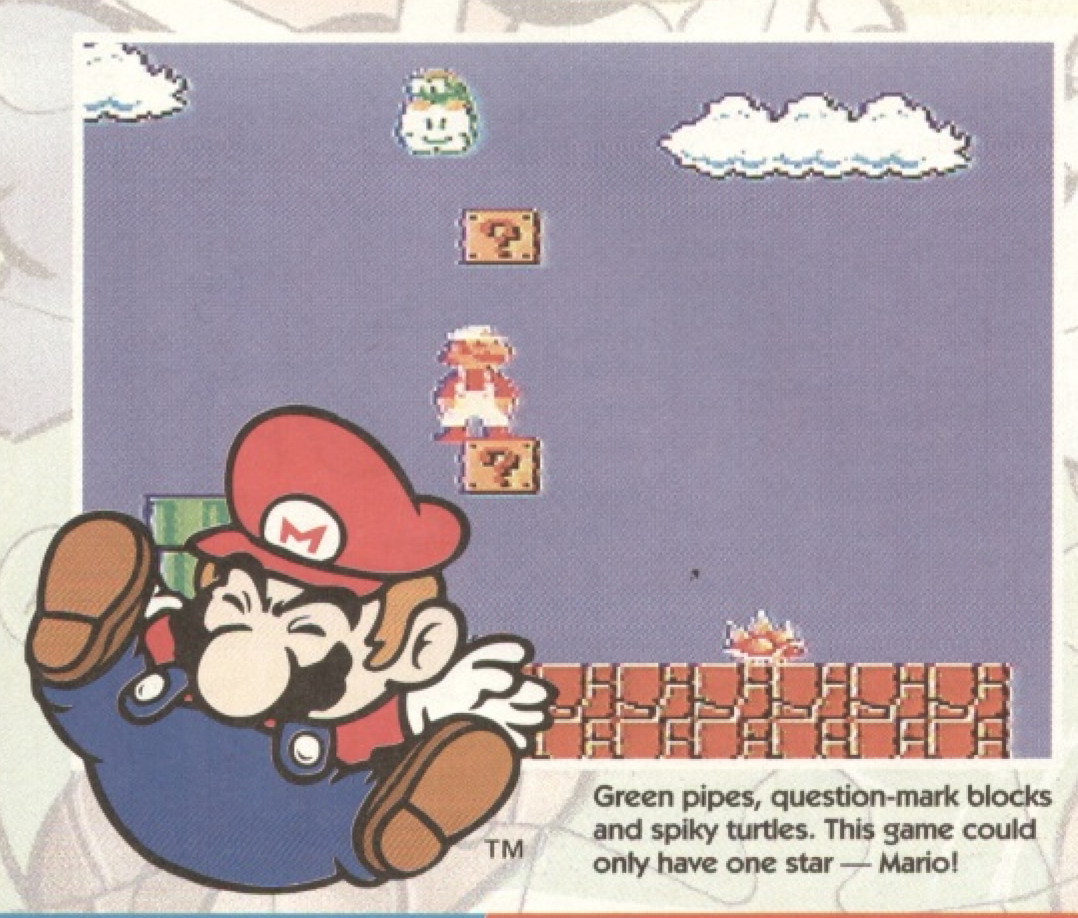


Super Mario Bros

The first ever Mario game, but not the first time the cool Italian plumber appeared. His first appearance was in a cameo role in good old *Donkey Kong* all those years ago. *Super Mario Bros* was the first game with Mario in a lead role and it arrived on the NES in 1985. It's based around the tried and tested formula of the platform game in which Mario has to work his way through tricky levels full of nasties like the Koopas and Bowser. Graphically, the game is a little primitive, with blocky sprites and uninteresting backgrounds, but all the well-loved trademarks are here: mushrooms, energy power-ups (with which he changes into something resembling a dentist who can blast out fireballs), loads of coins and plenty of platforms.

This is a true Nintendo classic, even if the graphics do look a bit on the blocky side.

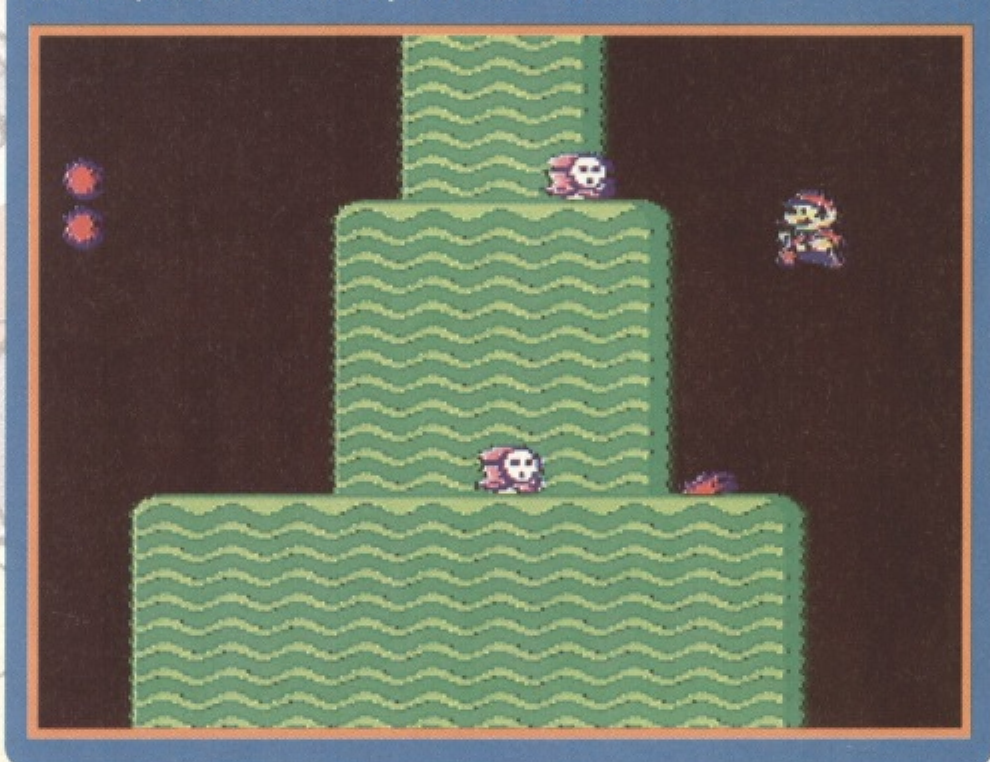




Green pipes, question-mark blocks and spiky turtles. This game could only have one star — Mario!

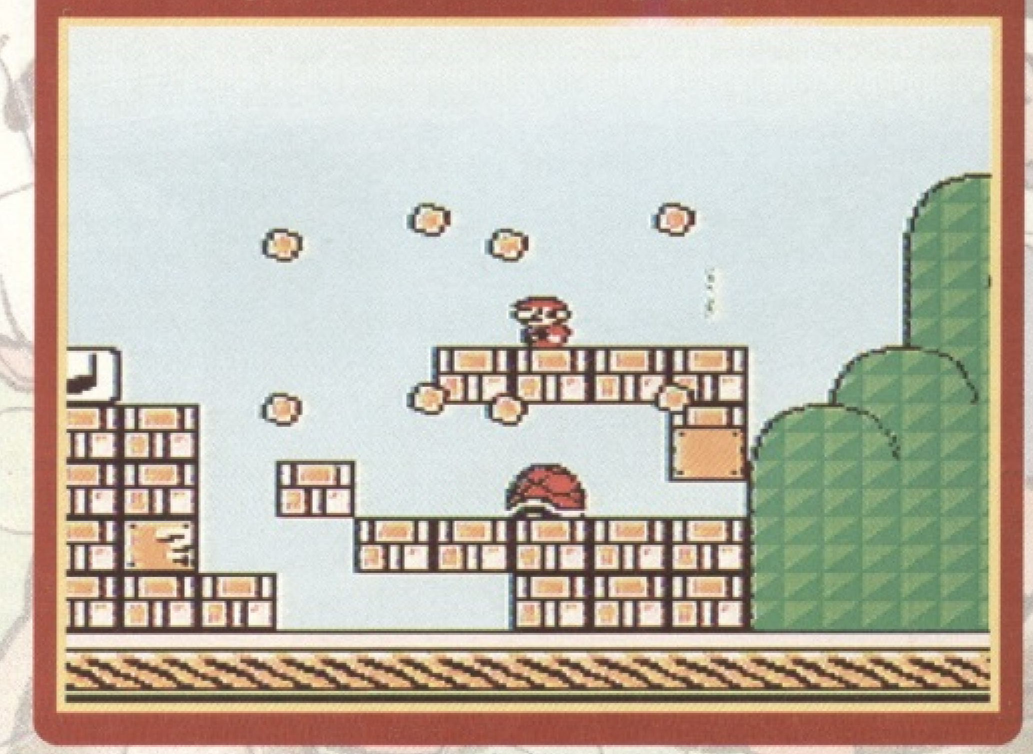
Super Mario Bros 2

The follow-up to *Super Mario Bros* was slightly tweaked with more variety. It was originally released with a guy in a turban at the helm, which explains the snake-charming pots and Eastern style, but Nintendo decided that it would make an ideal Mario game. You can choose other characters to control: Mario's brother Luigi, the beautiful Princess and the mushroom Toad. Graphically the sequel is much improved with clearer sprites, detailed backgrounds and a greater variety of colours. *Super Mario Bros 2* is still a platformer with plenty of obstacles, power-ups and even more nasties. This time, instead of being just horizontally scrolling, some of the gameplay scrolls downwards, making it less monotonous than the first . This is a great follow-up that is also worthy of the term, 'classic'!



Super Mario Bros 3

The third in the trilogy is probably the best NES game ever. It contains the best graphics of any Mario game so far with loads of levels, different worlds and probably more challenges than any platform game. As if that wasn't enough there are lots of little puzzle games on each level to obtain even more lives and power-ups. The levels are clever and well-devised making the game more addictive and lastable. Mario travels through deserts, lakes and even on a wicked sky ship packed with a greater variety of nasties to blast, jump on or avoid. The hottest Mario game of them all, with real staying power.



FORCE RATED

Game Average 88



PANEL POWER

GAME TYPE: What sort of game it is: platform, puzzler, beat-'em-up, shoot-'em-up, sports.

AVAILABILITY: Who produced the game, the retail price and what country it came from.

OPTIONS: Players, continues, skill levels and extras like passwords or battery back-up.

FIRST GLANCE: This is where the reviewers who didn't do a comment get their say.

GRAPHICS: What are the visuals like? Including backgrounds, sprites and presentation.

SOUND: Will your ears hurt when playing? This covers both sound effects and music.

PLAYABILITY: Does the game take ages to get started? Are the controls easy?

LASTABILITY: Will you still be playing after a couple of weeks?

FORCE FACTOR: A combined percentage from the whole team to give an overall.



PLATFORM

Availability

FROM: ....Ocean
PRICE: ....£TBC
STATUS: ...Official UK release

1 PLAYER Options

CONTINUES: ....Infinite
SKILL LEVELS: 1
EXTRAS: ....Passwords

First Glance

Nick: Excellently presented with all the qualities that made the 16-bit game a hit.

Chris: A spooky little number reminiscent of the hit 16-bit platform game.

Carl: Catchy theme tune, great graphics and really addictive!

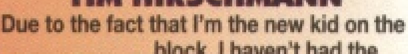
Graphics 92 — Slick animation of the cartoon characters and nice effects

Sound 89 — The familiar theme blasts out, it gets the fingers clicking!

Playability 94 — Easy to get into and hard to put down. A great platform recipe

Lastability 89 — With passwords and continues you'll soon complete it

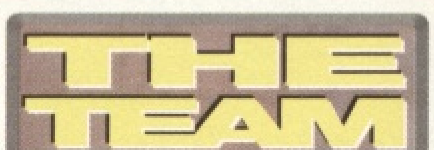
FORCE factor 92 — A brilliant platform game to rival the big headed 16-bit equivalent



Games come and go but occasionally we get a new title into the office that makes everyone stop what they're doing and dribble all over the NES! Such a wonderful offering will receive a 90%+ rating and will be awarded the prestigious *N-FORCE KNOCKOUT!*



THE TEAM



Each game that comes into the office is played by every member of the N-FORCE reviewing team. They then either write a comment for the review or a First Glance to tell you what they think. Of course everyone has their favourites...

NICK ROBERTS



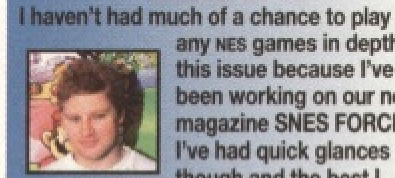
The game I've played most this month has been the amazing *Super Mario Bros 3*! It had been a while since I had a bash at all those action-packed levels and I've loved every minute of it. The Mario games have always been the best on the 8-bit Nintendo for graphics and value for money and this is the biggest game ever! A must for every NES owner.

ROB MILLICHAMP



After just discovering Bart Simpson and his looney family, one of my favourite games this issue has got to be *Bartman Meets Radioactive Man*. I loved everthing about it. The only problem is that they've missed out Bart's beer swilling father Homer. I'm sure they could have found room for him somewhere in the game!

CHRIS RICE



I haven't had much of a chance to play any NES games in depth this issue because I've been working on our new magazine SNES FORCE. I've had quick glances though and the best I spied was the slick platform game *Pugsley's Scavenger Hunt* — it's one of the best I've seen on the NES! In fact — forget the SNES, I'm staying here!

TIM HIRSCHMANN



Due to the fact that I'm the new kid on the block, I haven't had the chance to play too many games this month, but I have played some corkers and some stinkers. For me the game of the month has to be *Pugsley's Scavenger Hunt*. The graphics are cool and the catchy theme tune is foot-tappingly brilliant. I was well impressed!

CARL ROWLEY





Being a sporting chap I just loved the new four-pack from Codemasters, *Super Sports Challenge*. The only problem with it was that there was no American football! The *Pro Baseball* makes a good substitute though (substitute — get it! No... oh well). Get out your bat and ball and have a bash with this cart!





Availability

FROM: ....Acclaim
PRICE: £39.95
STATUS: ....Official UK release



CONTINUES: 3
SKILL LEVELS: 1
EXTRAS: ....None

First Glance

ROB "It's far too monotonous to keep me addicted but a good romp for a while!"

CHRIS "I just love The Simpsons and this game complements the cartoon perfectly."

CARL "This platform game takes a while to get going but when it does... watch out!"

Graphics

A bit rough around the edges but the presentation's great!



Sound

Cool. Way-out music with some nice spot effects.



Playability

The controls are tough at first making the game a bit frustrating.

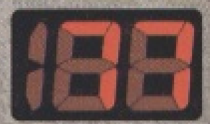


Lastability

Lots of levels of pure platform action. You'll be hooked!

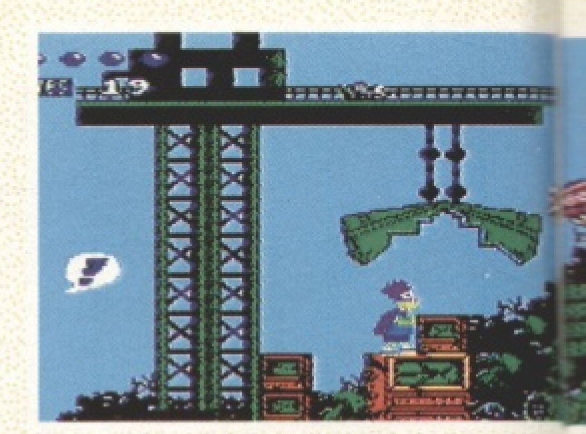


FORCE factor



One for platform game and Simpsons fans.

The mighty yellow-haired lad is back with an adventure from the pages of his favourite comic book. Is it a bird? Is it a plane? No, it's Bartman!



THE SIMPSONS BARTMAN MEETS RADIOACTIVE MAN

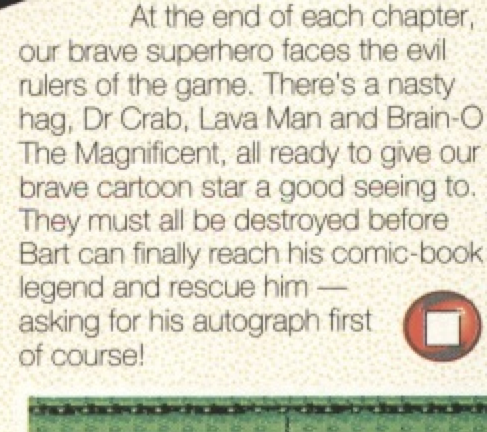
In the latest installment of the Simpsons' adventures on the NES, poor Bart is faced with the ultimate challenge. His favourite comic-book hero, Radioactive Man, has been captured by his enemy Brain-O The Magnificent. When informed of this by Radioactive Man's sidekick, Fallout Boy, Bart leaps to his rescue in a home-made cape and mask and becomes Bartman!

To rescue his imprisoned hero, Bart ventures through four chapters (each with a differing number of levels), all full of horrific traps and terrifying nasties.

In chapter one, level one, Bart encounters the precarious junk yard with its tough leaps, vicious dogs and gnawing rats.

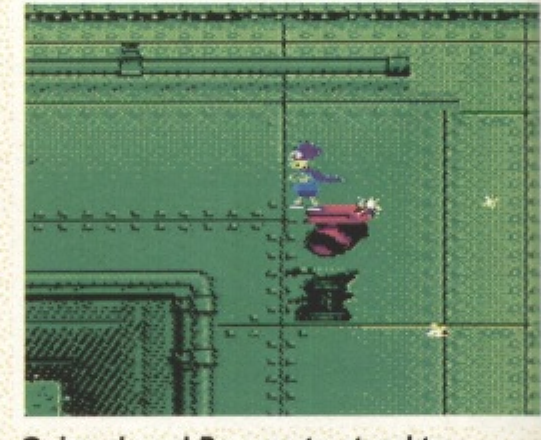
On each level Bart can pick up goodies to keep him in good health on his perilous journey. He can collect exclamation marks and radiation symbols for extra energy and points, 1UPs which are hidden in the strangest places, tornadoes for a special attack, and laser bolts and ice crystals for firing at his foes.

At the end of each chapter, our brave superhero faces the evil rulers of the game. There's a nasty hag, Dr Crab, Lava Man and Brain-O The Magnificent, all ready to give our brave cartoon star a good seeing to. They must all be destroyed before Bart can finally reach his comic-book legend and rescue him — asking for his autograph first of course! ■





Nasties lurk in each level. Here Bartman is threatened by strange flying toad creatures. He must constantly pick up ammo to defeat the never-ending squadrons.



Going down! Be sure to stand to the right of the lift or you'll fry.



Not one of the most pleasant places, the junkyard contains many hidden dangers.



With the superhero mask on, Bartman finds it difficult to see. His wonderfully golden locks are about to have a totally uncool trim, doh!

The junkyard — a good place to find car spares but not a particularly good place to start playing around.

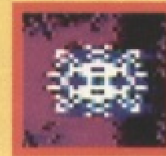
Super Hero Pick-ups

To help Bartman on his perilous journey into the unknown, he can pick up various goodies to fend off the evil beings and to recover lost energy or build up extra lives.

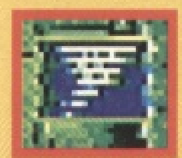

You won't see these extra life icons very often, so keep your eyes peeled.

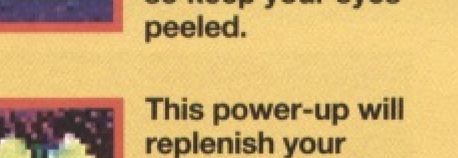

This power-up will replenish your energy should you receive a nasty knock.


The thunderbolts allow Bartman to fire from his eyes and blast away his foes.


The ice flakes allow Bartman to blast his opponents from the sky.


These build up the score; not the most useful icon Bartman can collect.


These are very rare, they allow Bartman to do a whirlwind attack on his enemies.




Late one evening in the sleepy town of Springfield, Bart relaxes in his tree house to brush up on his reading skills.


He quietly reads Radioactive Man, his fave comic book.


He's visted by his hero's sidekick. The dude's in trouble!


Da, da! Never fear, Bartman is coming to his rescue.



Now starts the new comic adventure.

TIM: 'Eat my shorts!'



Woah dudes this game is bad — actually it really is bad. The gameplay is far too slow to be enjoyable and there's no time limit so you could spend all day on the first level if you really wanted to. You're given too much time to think so there is more strategy involved than excitement.

The graphics are pretty ugly with Bartman looking a little rough around the edges. The visual highlights are the detailed presentation screens with the young scamp hiding away in his tree house. Musically things pick up a bit with some way out tunes to listen to.

Bartman Meets Radioactive Man is still very addictive. The levels are really quite difficult, some times annoyingly so. I almost gave the console a belt once or twice!

Overall opinion: good presentation with slightly dodgy graphics but pretty challenging. If you're not careful you'll find yourself addicted, and it's a rather sad game to be hooked on!

TIM 69%



Each level is full of nasty traps and pitfalls that could de-cape Bartman for good. There are also some interesting power-ups and other goodies around for those who want to search them out.

NICK: 'Cool power-ups!'

These Simpsons games sure have a strange way of hooking you. At first glance they seem naff with badly defined graphics and nothing to show-off. But after a couple of plays *Bartman Meets Radioactive Man* did start to hot up with some tricky level layouts to conquer and varying gameplay.

It's a real pity the first level is one of the toughest. One wrong move and Bart falls down screen after screen to his demise. There are some cool power-ups to be collected along the way including laser eyes for frying enemies and freeze breath to cool off the toughest of villains.

With four different chapters each with multiple levels there's plenty of challenge for platform fans. The character isn't quite as manoeuvrable as Mario in his adventures but if all games were the same life would be incredibly boring!

Platform fans who've completed all the *Super Mario Bros* series and are looking for a new challenge will have great fun with this.

Nick 82%


Bartman gives the player a suspicious glance as he's about to smash into a bunch of strange looking aliens.

The Terrible Truth!



The story starts here. Foolishly a soldier wanders too close to a nuclear testing zone and he gets caught up in the barbed wire.



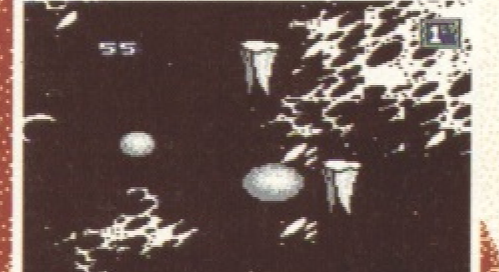
Too late! An A-bomb explodes next to him, his fate is clear. Nobody can survive a blast like that... or can they?



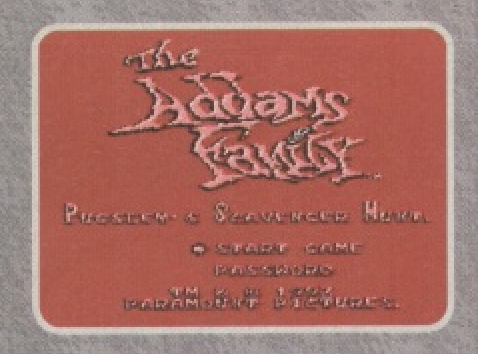
Gasp, golly, flippin' heck! The soldier has survived, but he's been contaminated by the bomb's after effects. How ever will he fit back in to society in this state?



Well he could always become a superhero with the strength of a thousand men. Radioactive Man is born — a new type of crime fighter!


The strange and mystical special zone found in Chapter 1.


Another new breed of superhero — Bartman to the rescue!





Availability

FROM: ....Ocean
PRICE: ....£TBC
STATUS: ....Official UK release



Options

CONTINUES: ....Infinite
SKILL LEVELS: 1
EXTRAS: ....Passwords

First Glance

NICK: "Excellently presented with all the qualities that made the 16-bit game a hit."

CHRIS: "A spooky little number reminiscent of the hit SNES platform game."

CARL: "Catchy theme tune, great graphics and really addictive!"

Graphics

Slick animation of the cartoon characters and nice effects



Sound

The familiar theme blasts out, it gets the fingers clicking!



Playability

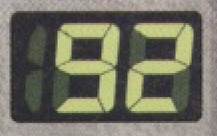
Easy to get into and hard to put down. A great plaform recipe



Lastability

With passwords and continues you'll soon complete it





A brilliant platform game to rival the big headed 16-bit equivalent



THE ADDAMS FAMILY

PUGSLEY'S SCAVENGER HUNT

KNOCKOUT

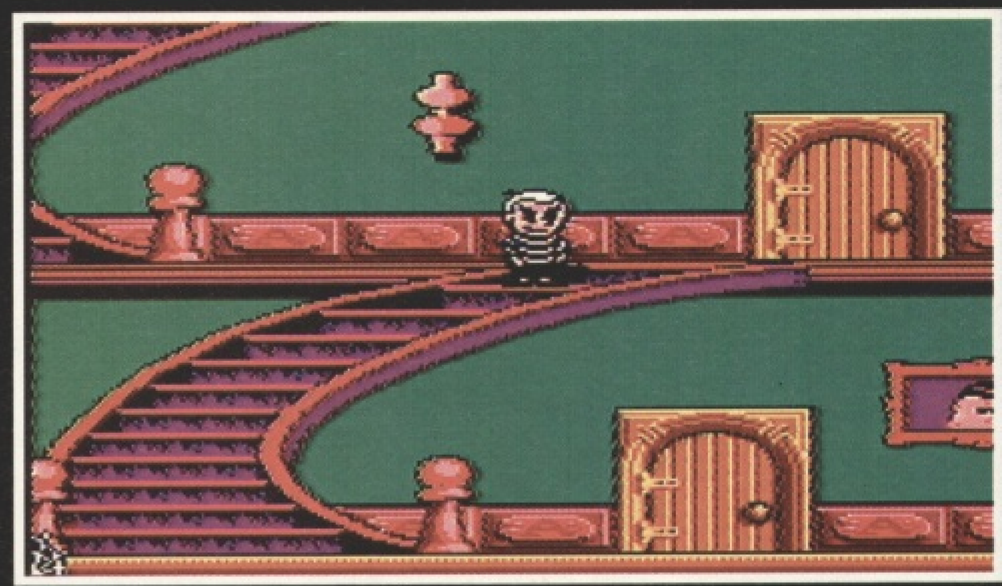
Those ooky, kooky spookies have got a ripping adventure in store for platform-game fans. Follow Pugsley this way for the ride of your life!

This new NES Addams Family adventure is a mixture of both the SNES games. The first 16-bit *Addams Family* had Gomez leaping around the house searching for members of the family who had been kidnapped and hidden at the end of each level. This game takes the level layouts and story from that game.

The second SNES game was *Pugsley's Scavenger Hunt* and had the cheeky chappy on a quest for all kinds of weird and wonderful objects. Ocean just decided to fuse the two games together, making an even better NES platform adventure.

The player takes the role of Pugsley and the other members of the family have to be rescued from the nasty guardians at the end of each level. There are lots of places around the Addams household to visit including a spooky graveyard, hot oven, armoury and crypt. All kinds of spooks and zombies have been created to get in the way of our hero. Mutant trees, goblins, ghosts, walking bombs and werewolves are just a few to watch out for. The game is also packed with secret rooms and power-ups, most of which you only discover by chance.

Following the standard platform game format there's a giant guardian to polish off at the end of each level. A huge bird, witch, dragon and judge are just some of the evildoers who put up a good fight. Knocking them off gives extra hearts to add to the three Pugsley starts with and a password so you don't have to start from scratch each time you play.



Inside the Addams Family house is a huge stairway that leads to all the levels in the game. Choose a door, any door, and then it's 100% platform action all the way!

ROB: 'Anything but boring!'



For those who were starting to despair with some of the mediocre platformers around on the NES, *Pugsley's Scavenger Hunt* will shine out to you like a light in the foggy sea of duff games. This platformer represents everything that a well designed game of this type should have — bright, colourful backgrounds and sprites, tricky but not to the point of frustration, lots of levels theme tune lifted from the Sixties American TV show.

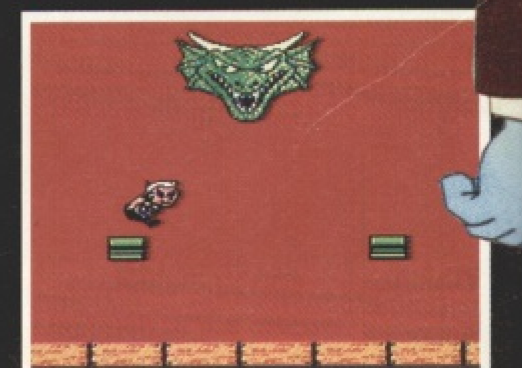
The graphics show off the NES to the full, with lots of variety and a fantastic cartoon animation style on the sprites making the game anything but boring. No-one who plays for long can forget the extremely catchy theme music and bubbly sound effects that play throughout *Pugsley's Scavenger Hunt*. They don't even irritate the ears as much as you might think they would.

Pugsley's Scavenger Hunt just goes to show that the platformer concept still has a lot of life in it yet, provided they have as much appeal and playability as this.

ROB 90%



Some stairs have secret power-ups hidden behind. (above) Evil dragons can easily be stomped on. (below)



S FAMILY

TIM — 'Well entertaining!'



This really shows off the NES at its very best. The gameplay is fast, furious and entertaining and the graphics are enough to make even Mario gasp with awe.

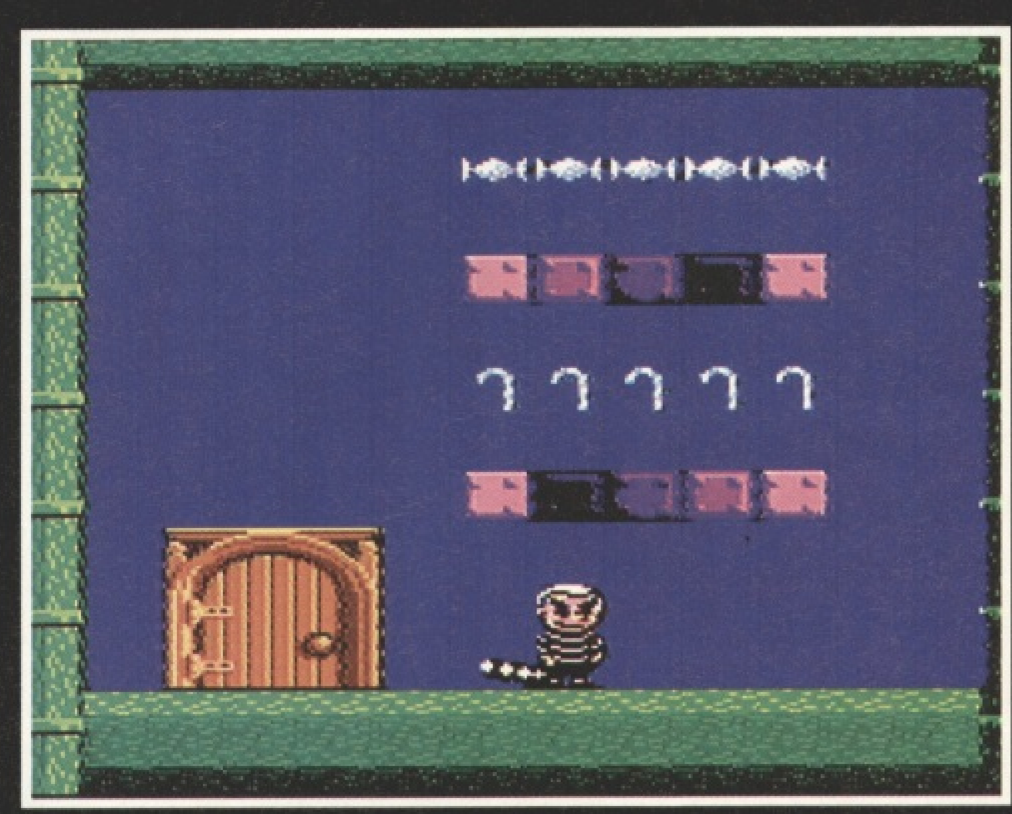
The screen is packed with sharp and clear nasties and the backdrops are so colourful I thought I was having a flashback from the Sixties — wait a minute, I wasn't even born in the Sixties (spooky!).

The most entertaining thing is the funky, finger-clicking-good theme tune which plays at various intervals throughout the adventure. It had my feet tapping and my mitts clapping. I found this cart challenging yet very addictive — I've been stuck in front of the screen for so long, I've started seeing ghosts in the strangest places.

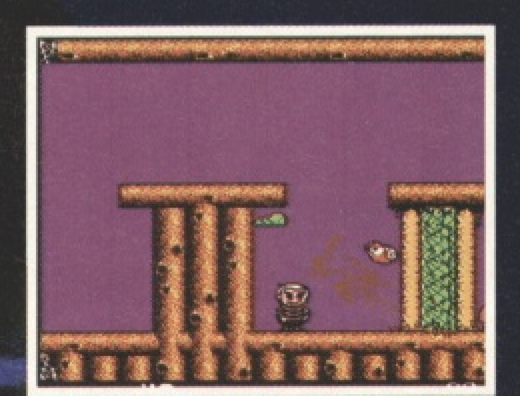
Some of the end-of-level guardians are a little tough for my liking but with perseverance and help from my trusty Action Replay cheating device I cracked them!

Overall, I thoroughly enjoyed *Pugsley's Scavenger Hunt*. The graphics are really spooky, the gameplay's really kooky and the music is really quite nice! **TIM 93%**

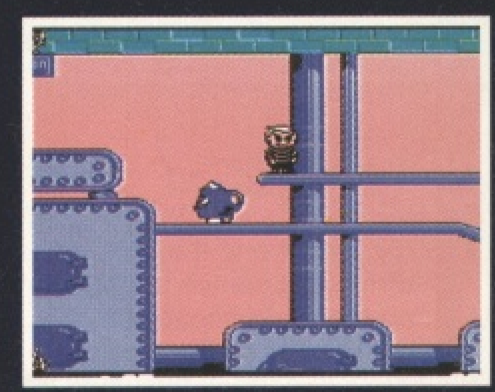




This excellent game is packed with secret power-up rooms and bonuses. It's going to take some searching to find some of them!



The house is full of weird and wonderful baddies.



Is that a teapot? You could stop for a cup of tea and a slice of cake!



A giant bomb is not really the best place to stop for a breather.



Soggy 16-bits!



This NES game is a cocktail of two popular Super Nintendo titles but outshines both of them! All the playability and addictive qualities are identical to the SNES version with beautifully animated characters and slick presentation including the great Addams Family theme tune from the Sixties TV show complete with digitised finger clicks!

Okay, so the graphics in this NES game aren't going to be the quality of the SNES but who cares? All the characters are here and look good, it's only the colours that differ.

This game from the masters of the NES, Ocean, gets a real thumbs up from all of us at N-FORCE. It's one in the eye for all SNES owners too!



THE SIMPSONS

That hilarious American cartoon family have really made it big on the Nintendo. There are lots of games starring your favourite characters Bart, Lisa, Maggie, Homer, Marge and Krusty the Clown. Here's what N-FORCE think of this excellent cartoon collection.

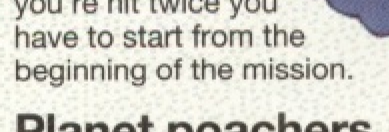
Bart Vs The Space Mutants

This was one of the first Simpsons games to appear on Nintendo consoles, released at a time when Simpsons hype took the world in the form of the famous cartoon show, T-shirts and toys. The regular Sky TV Simpsons episodes helped Bart become immensely popular in this country.

Bart Vs The Space Mutants is a good old platformer featuring the popular Matt Groening character. Aliens plan to take over the earth. They land in the sleepy American town of Springfield, disguise themselves as normal citizens and begin to put their evil plans into practice.

Their method to take over the planet is to collect all the purple objects from Springfield and turn them into a huge weapon to complete their occupation of earth and turn all humans into their slaves. Unknown to them, our juvenile hero, Bart Simpson, has witnessed their descent onto earth and the dreaded plans for the planet, so off he goes on the dangerous mission of combating the space mutants by covering purple objects in paint and uncovering each mutant by using his special X-ray device to spot them.

Objects are scattered around Springfield. They can be fire hydrants, shop windows or toys. Bart must find cans of spray paint hidden in many inconvenient places. Along the town's pavement are various mutant guard nasties running around, which Bart must dodge. To complete his mission he visits the local hardware and toy shop in Springfield to buy items such as cherry bombs and wrenches.



You only have two lives in the game, so if you're hit twice you have to start from the beginning of the mission.

Planet poachers

Although the story line isn't the most original there's been, the game is great to play with plenty to do and find out throughout. With only two lives and limited continues *Bart Vs The Space Mutants* is quite tricky.

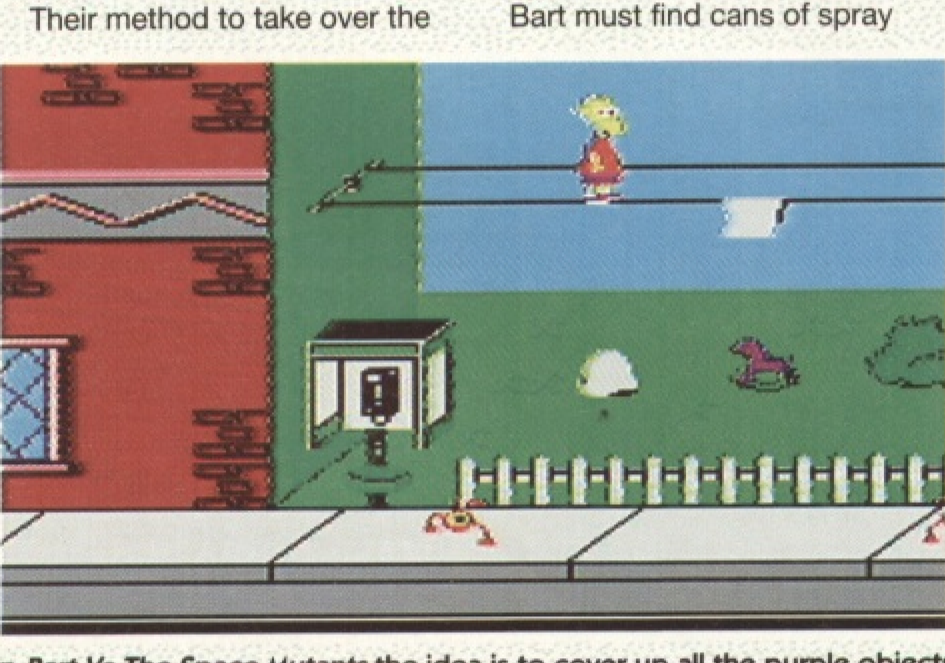
It's going to take a bit of thought to search out all the important items. Graphically, the game shows off the NES perfectly, with neat animation and colourful, detailed sprites. It's brilliantly presented and a dream to play.

The intro sequence is great and fills you in on the game before you start.

The familiar theme tune is excellent to hear while you're playing. Even if the rest of the sound is a bit lacklustre, *Bart Vs The Space Mutants* is a classic NES game. For both Simpsons aficionados and those who've only recently discovered the greatness of the cartoon series, it's a brilliant addition to your collection. Go out and buy it now.

81 FORCE FACTOR

One of the best Simpsons games. Lots of puzzles to solve and tricky level layouts. A real classic.



In *Bart Vs The Space Mutants* the idea is to cover up all the purple objects littered about Springfield so that they can't be stolen by the aliens. Here we see Bart using the weekly washing!



Bart Vs The World

The follow-up to *Bart Vs The Space Mutants* has more of a puzzler feel as well as the usual platform levels. Lucky young Bart Simpson has won an art competition and his prize is a trip around the world with his family.

So off he goes with the other Simpsons on an adventure which takes them to many different countries, collecting Krusty items as part of a special Krusty Treasure Hunt.

But unknown to Bart and his family, the trip around the world was just a nasty plan thought up by Mr. Montgomery Burns to rid Springfield of the Simpsons.

His reasoning behind this evil plan is that ever since Homer Simpson started working at Burns's Nuclear Plant, Bart's dad has cost him millions of dollars. So Burns and his relatives around the world scheme to finish off the Simpson family.

There are four levels through which the Simpsons travel and collect the Krusty special items; each level has small subgames and puzzles to complete before going on to the next. There's China with the Great Wall to get through, the North Pole with the tricky ice caves and the frozen river, Egypt with the Great Pyramid, the Valley of the Kings and the Sphinx, and finally Hollywood.

There are also single-screen games to be completed: Simpsons trivia, a slot machine, Moe's bar, find-the-bats., the igloo shell game and the card match.

All these tricky little puzzles need to be completed.

Bart Vs The World is not a particularly good follow-up to *Bart Vs The Space Mutants*.

The story line is much more original but gameplay is a little awkward and a bit on the contrived side.

Bart finds himself out at sea in his trip around the world. Find all the Krusty heads for lots of points.

Strictly for fans

Each level is too sparse to be of any lasting interest to a hardened NES owner and will probably only be relished by the real Simpsons fans. But one of the nicer things about this game is that you get to see all the family, which you didn't in the first.

Graphically, this does not live up to the standard of its predecessor; although it's just as colourful, it is not as well-animated, which adds to the tediousness of the game. The sound is another bad point and doesn't do anything for enjoyment.

Bart Vs The World is a bit of a disappointment all round, but there are still enough nice touches and levels to keep its head above water.



Krusty's Fun House

Although *Krusty's Fun House* doesn't feature all the Simpsons family, it does include Bart and good old Homer. The basic plot is that Krusty's Fun House has been overrun by a horde of thick rats that occupy each room. The only way Krusty can rid himself of these empty-headed rodents is to lure them into nasty contraptions that can crush, electrocute or just plain throttle them.

Some familiar faces operate the machines. There are Bart, Corporal Punishment and Sideshow Mel. There are five levels, each full of rooms that must be completed in the correct order. At the end of each level there's a special gold room that needs lots of care to complete. On his travels Krusty can pick up power-ups to help him.

There are extra lives and custard pies for energy, and there's ammunition to combat the snakes and aliens lurking in each room. Before Krusty leaves he must lead the rats to extermination and collect all power-ups.

Bart helps out the TV legend Krusty the Clown in his fight against the vermin that have taken over his fun house. What a nice chap Bart is!

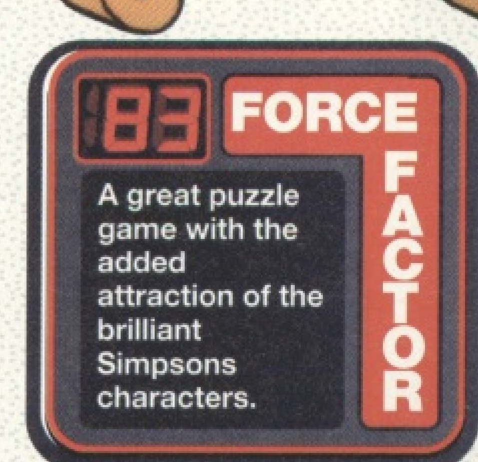
In your face!

This is one of the best Simpsons games on the NES, especially if you're a puzzle freak. Each level gets progressively trickier and they become real head-scratchers.

The gameplay is easy to pick up without reading too much beforehand. The graphics really show off the NES's capabilities —each sprite is well detailed and, as in the other games, is terrifically colourful.

Music is a bit more exciting and the sound FX aren't quite as bland as the earlier games.

This is N-FORCE's favourite Simpsons game of all time. There's plenty here to keep you playing it for weeks if not months.

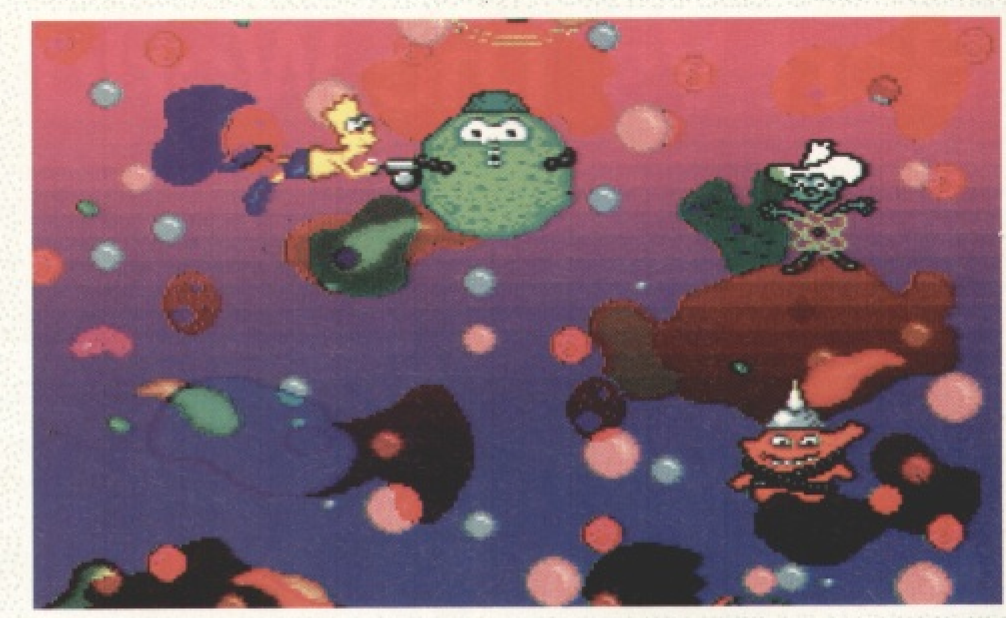


The Simpsons have also made appearances on the other two members of the Nintendo family. These games are just as addictive and playable.

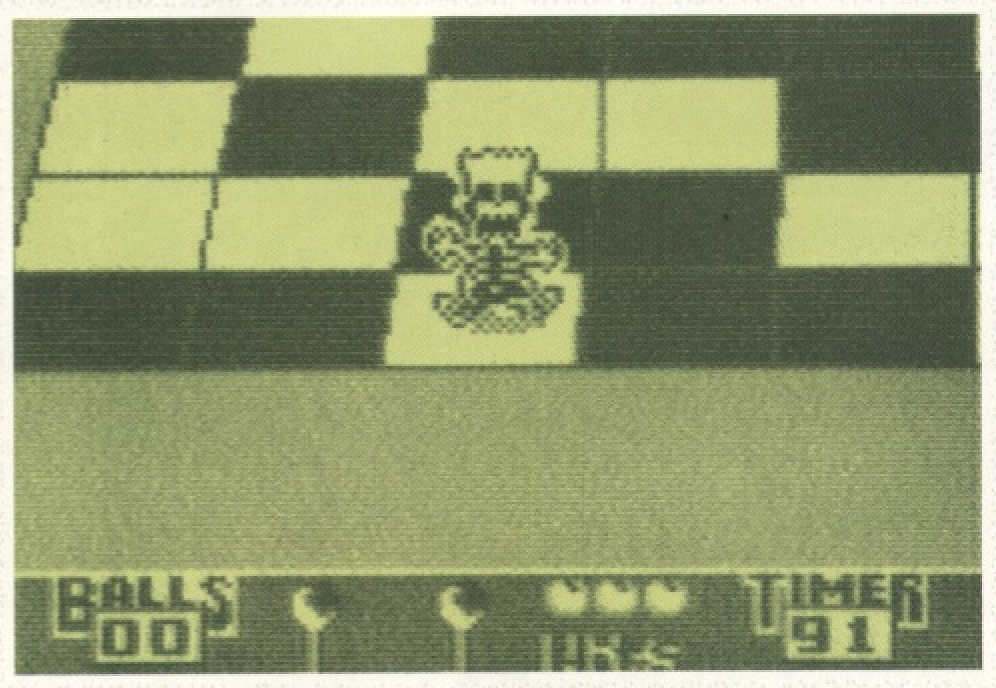
Bart's Nightmare
In this brilliant SNES game poor old Bart is faced with the familiar problem of either passing his exams or getting kicked out of school and forever being hounded by his father. One night, while doing vital revision, he falls asleep and has a nightmare about his home work flying out of the window and himself following it.

Bart travels through various weird and wacky levels full of strange creatures, including a swimming level in Bart's bloodstream and a ship-cracking Indiana Simpson game!

87%



In *Bart's Nightmare* on the SNES Bart enters a the strange dream world inside his head. The plucky lad must pop bacteria in his bloodstream to survive.



One wrong move in *Bart Vs The Juggernauts* and our hero gets zapped. Is his head really that shape? Maybe he should see a doctor.

Bart Vs The Juggernauts
This time Bart's caught up in a *Running Man*-style game show on the Game Boy in which contestants are beat up in the name of light entertainment. There are many subgames in which he's threatened by the terrifying Juggernauts, butch blokes who will knock Bart's block off as soon as look at him. This game looks great on the handheld system and was a real winner with everyone in the office.

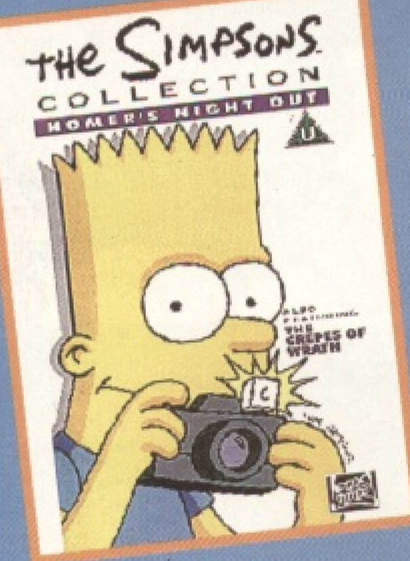
73%

Escape From Camp Deadly
More trouble for Bart and Co in a classic Game Boy adventure set in a particularly sinister summer camp that contains a few nasty surprises for our spiky buddy. A cool little Game Boy platformer and a classic Simpsons game.

72%

Bartman Meets Radioactive Man
There are more bizarre antics on your NES when Bart goes to rescue his comic-book hero Radioactive Man. For the full lowdown on this great addition to the Simpsons collection check out the review on page 16 this issue!

Have a cow on video!







You've checked out all the brilliant Simpsons games that have appeared on the NES, SNES and Game Boy. Where can you go now for your fix of the family's crazy antics? Get yourself some of these videos of the cartoon series for a start!

There are eight in the collection, including such classics as *Krusty Gets Busted,* with everyone's favourite clown in a spot of bother down at the police station, *Moaning Lisa,* where Bart's sister plays the blues on her saxophone all night long, and *The Call Of The Simpsons,* where Homer takes the family on a trip to the countryside — with hilarious consequences.

If you don't want to buy these classics you could always rent them from your local video shop or flip over to page 44 and enter our Simpsons competition. There's also a satellite system up for grabs so you can tune in to *The Simpsons* every Sunday night on Sky One. Gosh, we think of everything on N-FORCE...

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Availability

FROM:........Ocean
PRICE:.........£TBC
STATUS:....Official UK release

1 PLAYER Options

CONTINUES:..........Infinite
SKILL LEVELS:.........1
EXTRAS:..................None

First Glance

ROB: "Lots of fishy fun with stunning graphics and great music. You won't complete this in a hurry!"

CHRIS: "Wonderful. They've managed to cram the game into the NES without losing the playability."

CARL: "I didn't like the slow controls and the graphics are dodgy, but the game is still quite good."

Graphics

Highly colourful with great animation and fun characters



Sound

Catchy tunes that will drive you completely round the bend!



Playability

The moves and abilities take some practice to master



Lastability

Lots of levels and some tough meanies to destroy

98

FORCE factor 92

A superb conversion from the 16-bit retaining all the fun and addictive qualities



There's a fishy secret agent coming your way from the Ocean. Help James Pond fight evil and right wrongs, but try not to get battered...

KNOCK OUT — FINEST ULTIMATE

SUPER JAMES POND

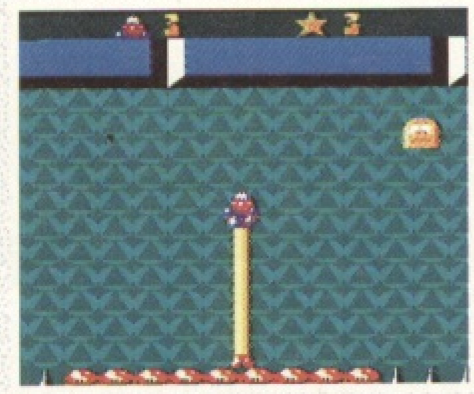
Disaster has hit the planet. Is it the ozone layer? Is it a nuclear war? No, even worse, Santa Claus has been kidnapped by the sinister Dr Maybe just before the Christmas rush.

A skilled detective has been hired for the job — James Pond: codename Robocod, the famous fish detective with an amazing telescopic neck that can get him out trouble. Forget Sean Connery, Roger Moore, and that other guy, James Pond is tougher than any of them. He sets off on a brave mission to recover Santa and save Christmas. Each level carries different themes such as sport with tennis racquets and footballs, toys with teddy bears and clockwork trains to avoid and rooms full of sweets including tasty-looking P, P, P, Penguins!

Mr Pond can pick up a few healthy bonus power-ups to help him on his mission. Gloves, sweets, computers, flowers and all types of household objects can be collected for extra points, angel wings help reach those awkward high places, yellow stars add on extra energy point to a maximum of three and lucky people might even bump into an invincibility star! The main collectibles are the poor defenceless penguins that Dr Maybe has imprisoned in each stage. There are usually about four or five to find: they only have to be touched to save them and once they're all free the exits will start flashing.

Avoid Dr Maybe's henchmen, such as Bertie Bassett look-a-likes, snakes and fly creatures made out of playing cards, making James Pond's life very difficult and highly surreal. At the end of each collection of theme levels Mr Pond must fight the wrath of a giant snowman with a detachable head!

The game is full of neat surprises. In one level James can even jump into a bath and take it for a spin! Strange.


Here's one of James Pond's greatest party tricks!

NICK: 'Oh my cod! This is great'



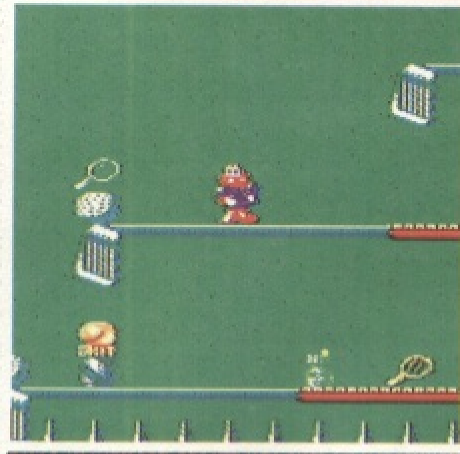
Wowee! This is fantastic stuff! I simply loved the Sega Mega Drive version of *James Pond: Codename Robocod* and the SNES game was just as brilliant. Now the fishy secret agent has made it onto the NES. The game follows the plot of the original and has many of the characters and levels. Okay, some of the game has had to be sacrificed for the conversion to the 8-bit console but there is still enough here to make a brilliant platform adventure. The Robocod world is a mixture of platform-hopping, underwater swimming, neck-stretching and clever snowman guardians which take some beating. He's such a versatile character to use in a platform game. He can barge his way through many of the enemies by pulling his head into his armour and creating an indestructible battering ram. Getting stuck in a hole is no problem for this secret agent either. With the press of a button his telescopic neck extends out and he can grab platforms above with his flippers and slowly edge his way along.

All the jolly ditties of the original are here too, including a great remix of the Robocop theme tune. They sound great but even the best music tracks can get on the nerves of everyone but the player — and these are prime examples. If you want a fun platform game to keep you glued to the screen this is your fish!

NICK 92%



The variation in *Super James Pond* is one of the things that makes it enjoyable. There's everything from secret underwater caverns to fluffy toy levels.



He's a sporty chap, our James. Here we see him with golf clubs and tennis racquets.

POND

TIM 'I was hooked'



This game is great. There is everything from pink hippos to head throwing snowmen. Trudging through a slimy old pond and mixing with fish is not my idea of a good time, but I thoroughly enjoyed this cart.

There are loads of entertaining stages ranging from sports rooms to candy cupboards — there's even a shower room if you need to wash yourself off! It's not just a mass of stinky old pond weed.

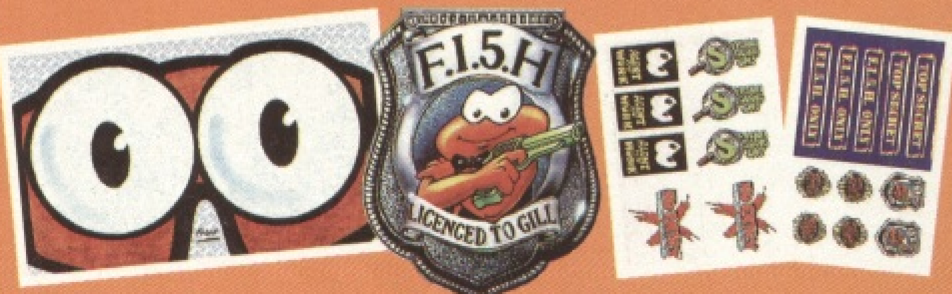
The addiction factor is very high indeed, I was hooked almost immediately — it's the sort of game where you find it hard to tear yourself away. The graphics are overflowing with colour, brilliantly animated and incredibly cute. The music is annoyingly catchy, and you find yourself humming it at the most inopportune moments. The controls are smooth and easy to master and although the game is rather challenging it's instantly playable. Everything about this game spells C.U.T.E., which can be a bit tedious if you're a hardened cynic but if you're a big softy you'll love it!

TIM 92%



With the help of a pair of angel wings James Pond can fly around the levels picking up tricky icons.

Have You Got Fish Fingers!

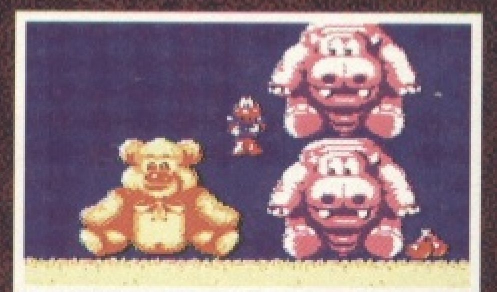


Isn't James Pond just a brilliant secret agent? This is his first appearance on the NES but he's been around for ages on other formats. There was the original *James Pond* game on the Commodore Amiga and Atari ST, then the Megadrive games *Robocod*, *Aquatic Games* and *Splash Gordon*. *Robocod* has now also appeared on the SNES, of course, but the game runs lots slower.

Now you can even join the off*ish*al James Pond secret agent club to help him defeat the evil Dr Maybe and his sinister organisation JAWS (Junta Against World Safety). The club has an agent's pack with identity card, stickers, secret codes, mask and board game, plus all agents have the chance to enter regular competitions and get exclusive tips on the James Pond game. If you want to join contact: **FI5H HQ, Unit 3, Edison Road, St Ives, Huntingdon, Cambridgeshire PE17 4LF**.



James is caught in the toy room among the fluffy platforms and tasteful brick work.



Oh no! Trapped between a huge teddy and a pink hippo!



Warning: this head could seriously damage your health!

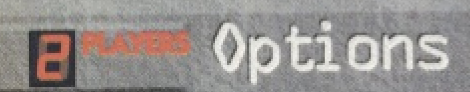




PLATFORM

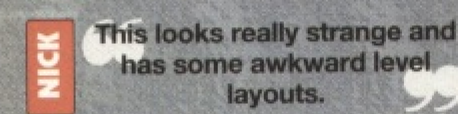
Availability

FROM: ....Acclaim
PRICE: £39.99
STATUS: ....Official UK release



2 PLAYERS Options

CONTINUES: ....None
SKILL LEVELS: 1
EXTRAS: ....None



First Glance

NICK: "This looks really strange and has some awkward level layouts."

CHRIS: "Don't be a dummy — buckle your seatbelt and play this great game."

TIM: "Nice presentation, good graphics, but too confusing to be instantly playable."

Graphics

Average sprites but some nicely-coloured backgrounds.



Sound

Irritating theme tune and effects but toe-tapping level music.



Playability

Annoying to begin with but rewarding if you can last past level one.



Lastability

Lots of levels to conquer with plenty of tricky sections.



FORCE factor



A strange platform game that's tough but rewarding.

Don't be a dummy! Buckle your safety belt and leave the crashing to these guys — if they crack up in their fight with Junkman they can just be clicked back together again.

CRASH DU

Life's tough when you're a Crash Dummy. You can't go for a leisurely ride in a car, you have to smash it up and you can't just go to watch the circus, you have to be pelted from all directions by peanuts and bombs. It's a wonder they survive at all. Hold on a minute… they don't, do they? The Incredible Crash Dummies usually end up as a pile of scrap on the floor!

No heroes would be complete without a nasty archvillain to keep them on their toes. For the Dummies, Spin and Slick, it's the fiend Junkman and he's gone and kidnapped their friends Spare Tire, Daryl and Bumper.

Each pal is trapped at the end of one of the obstacle-packed levels. Spin (and Slick in two-player mode) must trundle along on his rubber tyre collecting traffic cones and power-ups while avoiding all sorts of Junkman cronies and mad machinery. Levels include a multitude of platforms to leap and bound around, waterlogged passageways to avoid and huge tyres for bouncing to higher places. If a Dummy is hit by an enemy it sends him careering off course, smashing to smithereens when he hits a wall.

Of course there are power-ups to help along the way including extra lives, oil cans for more power and balloons for longer jumps. Each Dummy automatically gets an exhaust gun that freezes most of the enemies to let them pass straight through.

With places like a crash test centre, circus big top, junkyard and dockyard to visit there's going to be lots of crashing and bashing before all the Crash Dummies are back together again.

Better buckle your safety belt, it's going to be a bumpy ride!



Hurrah! Here's the hero of the story. A tough, brave Crash Dummy leaps into action to conquer evil and get his block knocked off by the nasties.

NICK 'Smashing!'

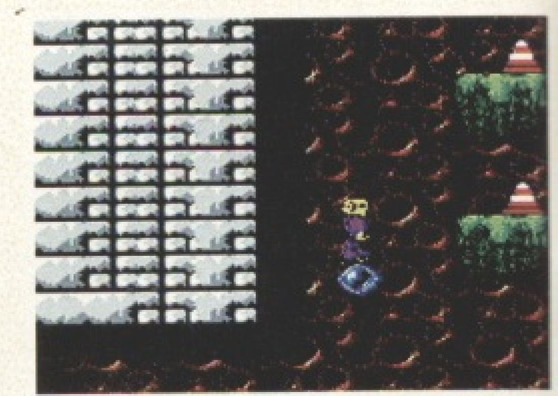


It's a pity the first level of *Crash Dummies* takes so long to conquer because there's a great game in here if you can survive for more than five minutes. Since the Dummies move along using a rubber tyre they tend to bounce about, making accurate jumping a nightmare. Make the jump then wait until the bouncing stops before moving on. If you don't the game soon becomes incredibly frustrating.

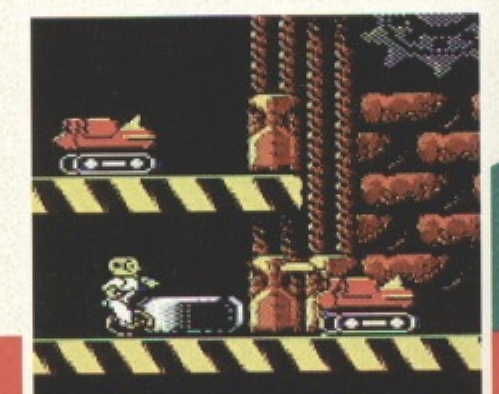
The animation on the characters isn't that brilliant, but there are some great graphics in the background, especially on the circus level with elephants, bright lights and all the razmatazz you expect from a big top. I don't know what Rob is talking about with the music — I thought some of the tunes were excellent with thumping bass lines and twiddling melodies, just what you need for a *Crash Dummies* cartoon game.

This is great fun if you have the patience. At first it seems like another trashy platform game but there's a lot more to it than that.

NICK 79%



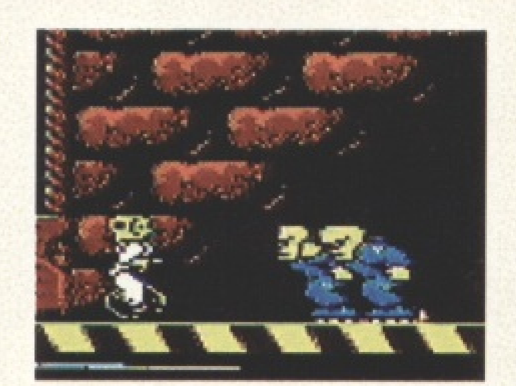
A Crash Dummy's life ain't easy — here we see one of them desperately trying to hold his breath while making his way through the smelly sewers.



In two-player mode you meet the other dummy, who's just as bad at keeping his head when there's trouble.



UMMIES



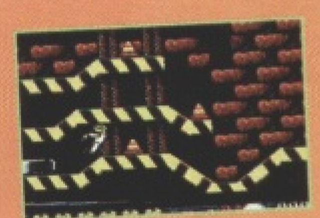
As you come face to face with the bad guys, give them a squirt from your pistol and they're paralysed.



Oops! The problem with Crash Dummies is that they have trouble keeping their bodies in one piece.

ACCIDENT BLACK SPOTS

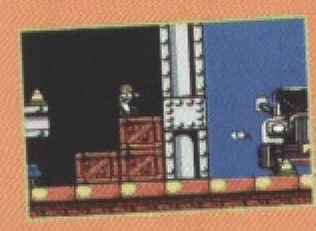
Junkman has really got it in for the Crash Dummies. He's filled each level with his evil Junkbots, robots he's made out of the spare parts of his other victims. Will he do with same with Spare Tire, Daryl and Bumper or can the Dummies stop his wicked game?



The Crash Test Centre
This is where they try out new inventions and machinery before they reach the public. Some of the inhabitants have gone a bit wild so watch out. Bumper is caged up at the end of the level.



Inside the Big Top
There's lots going on in the circus — elephants spitting peanuts, Junkbots being fired from cannons and treacherous-looking tightropes to walk. Let's hope Slick and Spin can keep their heads.



The Docks
Trucks and containers litter the dockside and make ideal hiding places for Junkman's henchmen. When they take potshots at our heroes to make them lose their heads, all the controls are reversed — what a nightmare!



The Junkyard
Old wrecked cars, broken glass and sharp pieces of wire are everywhere in the junkyard. It's a race against time and these obstacles are bound to slow you down. Spare Tire is waiting at the end so get your skates on...

ROB: 'Action-packed!'



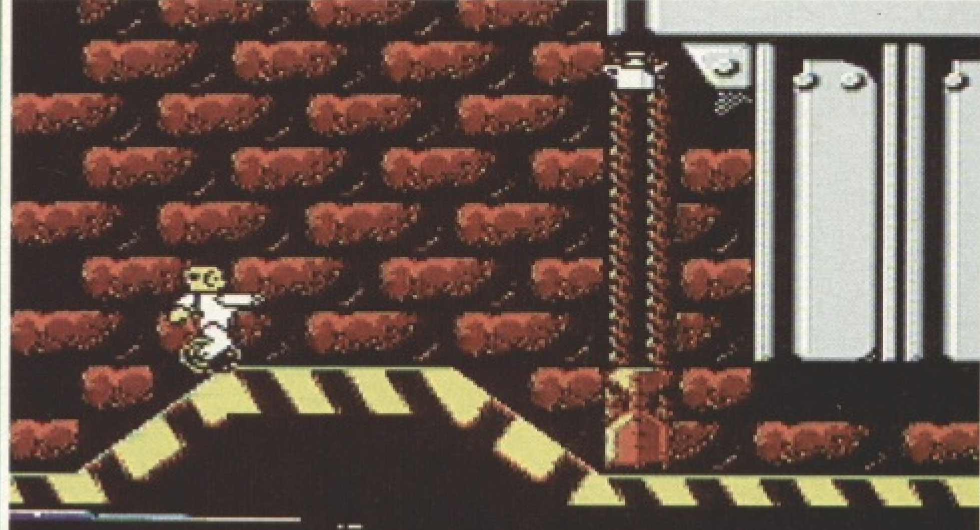
This is quite possibly the weirdest game I've played on the NES in a long time. The idea of travelling at high speed around precarious platforms with your block about to be knocked off doesn't sound a very plausible basis for a game. But nevertheless the cool, ever-suffering Crash Dummies manage to pull it off with great skill. At first, controlling the characters is extremely strange but when you realise what's going on, you're away! It's a dangerous journey through seemingly never-ending platforms filled with many a strange enemy, in many a disguise.

The animation on *Crash Dummies* is pretty good and very colourful. The Dummies themselves are true to the real characters with all the expressions and mannerisms perfectly captured. The only thing to let it down is the horrible music that sounds like a cross between the themes from a seedy cop thriller and a dodgy cartoon show.

Crash Dummies is an action-packed little game with some great cartoon style graphics that'll keep your attention for sometime to come.

ROB 72%





Scattered throughout each level are various helpful pick-ups that'll build up your speed and agility. By picking up the traffic cones you can collect more points, by collecting the oil cans you can fire oil at the bad guys.



N-FORCE

BARTMAN

Meets Radioactive Man

Acclaim Entertainment Inc.

BRITAIN'S BEST GAME BOY™ ACCESSORY

GB-FORCE

Dr Franken 2
Platform pranks with Franky

Fire Fighter
Exclusive preview

Asterix
What a Gaul!

WARNING! ANYTHING CAN HAPPEN IN THE NEXT EIGHT PAGES!

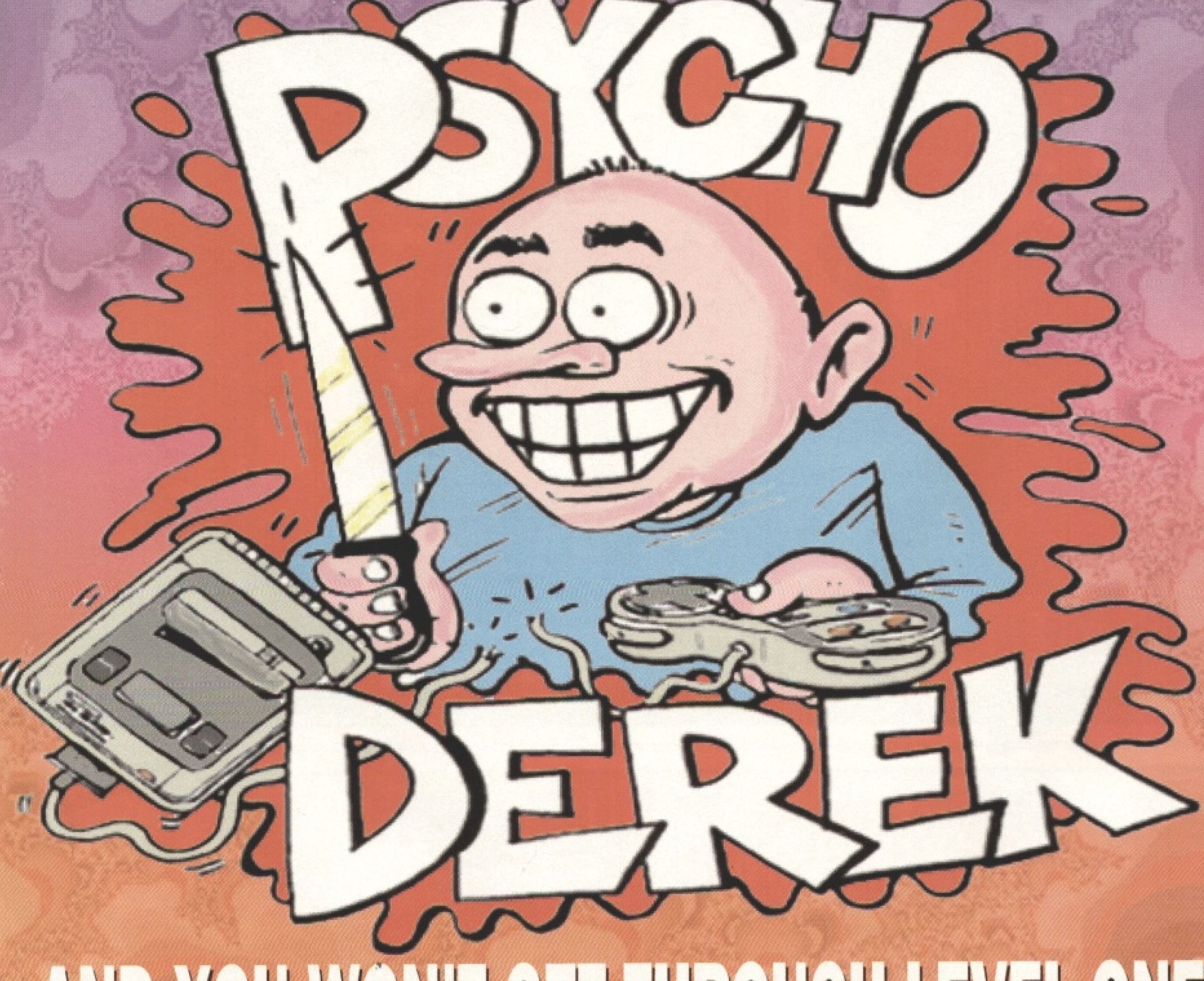
Alfred Chicken
He's a bit like cheese!

Half-Price Handheld Heaven!



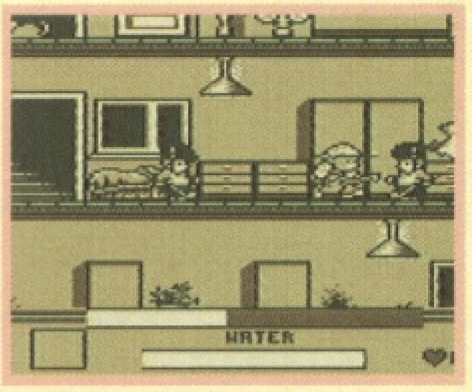
Shock horror scoop- hold the front page- Nintendo are rumoured to be dropping the retail price of the GameBoy package! The grapevine has it that there'll be a new price of just £39.99 without software, or £49.99 with Tetris instead of the seventy-odd quid you forked out for yours.

This can only be good news for the GB, as a larger user-base means more new carts being made. And the more carts they sell, the cheaper they're going to sell them. Another chinese whisper going around is that Nintendo are gonna really push the handheld wonder this summer, with more hot new titles than ever before. Mario is, as yet, unavailable for comment.


PSYCHO
DEREK

Fire Fighter

FIRE IS A LIVING THING. IT BREEDS, BREATHES, FEEDS. NOW THE HEAT'S ON AS WE PREVIEW MINDSCAPE'S HOT NEW RELEASE.



Down in the subway, our heroic firefighter beats back the raging inferno. Well, he puts out a little fire, at any rate.

The shops are on fire, better hurry up before our bargain hopes go up in flames!

The hero of Mindscape's impending release *FireFighter* is a fearless fireman, and the object is to extinguish all the fires on ten fiendish levels, rescuing trapped people as quickly as possible! Visit the office, the shopping mall and the subway station and soak 'em all in water. Collect pieces of ladder to get to the top levels of the office, and fiddle with elevators to get around that mall.

Watch out for the little mobile fires and dampen the big rampant ones, picking up extra water and axes to kill hostile nasties along the way. Once you've rescued a survivor from the inferno, you can carry them to the ambulance with a fireman's lift or throw yourself out of a top-storey window and place them on the trampoline.

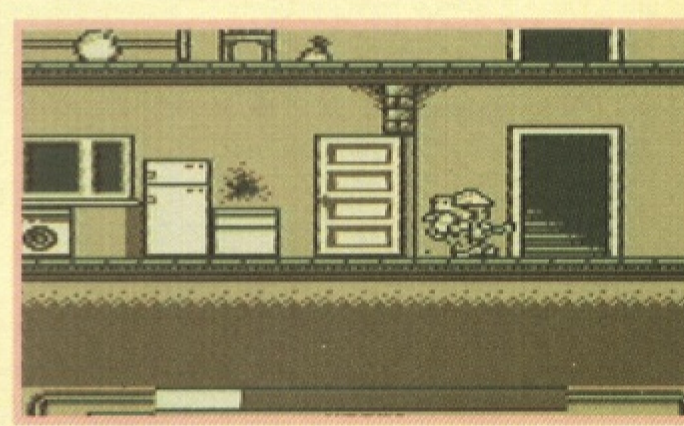
Some nasties can be chopped with hurled axes, some can be 'Marioed' (jumped on and killed) and some just can't be dispatched — so keep away from them.

Those fires are crafty little devils, and what with the dogs, cats, bad guys and evil mice *FireFighter* should prove to be one hot challenge. It's burning onto the GameBoy and SNES very soon.

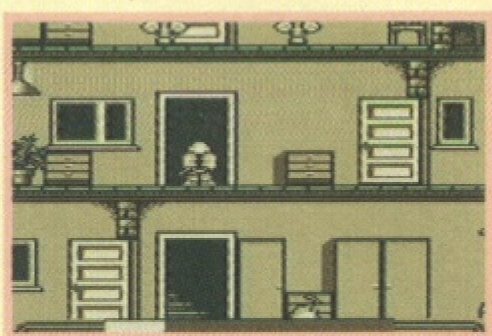


One of the first places the firefighter is called upon to save is the local mall. It's bigger than it looks, so it's important to make sure you don't run out of water.

Among the more bizarre enemies are the tin soldiers.



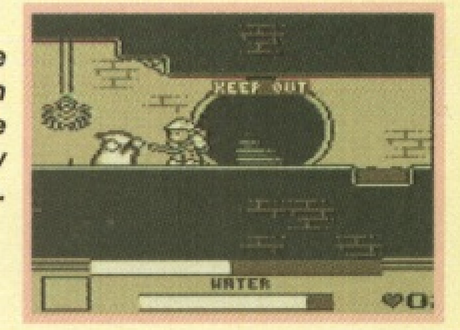
You've got the kid, now it's time to get out. Stop screaming, brat!



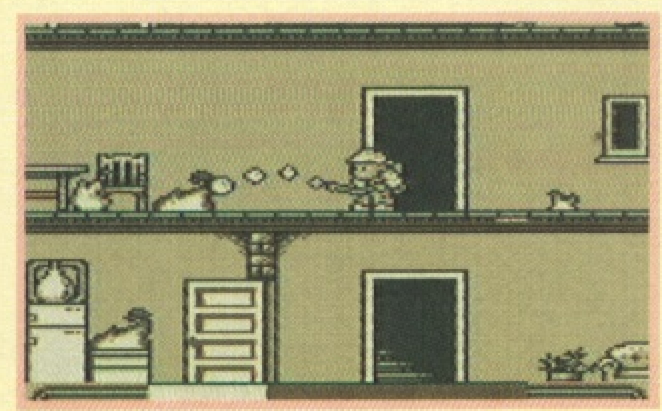
Going up! The little flame fighter carries on his search for trapped innocents.



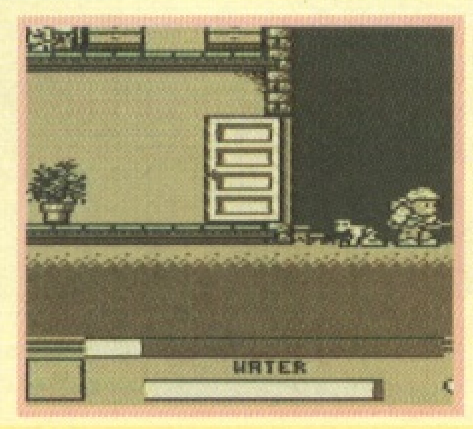
Would you trust this man with your offspring? He's got a baby over his shoulder and he's heading for the toilet — somebody stop him!



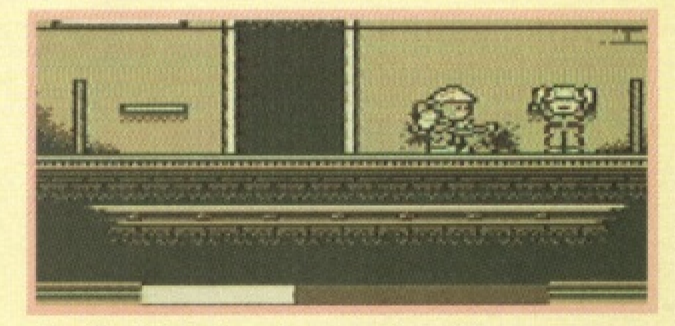
Inside the forbidden bit of the subway station.



Use your hose to dampen the blaze's spirits. Squirt them flames, fireboy!



He's got the baby out of the house, so off it goes to crawl back in. Kids, these days!



The firefighter has discovered an old man trapped alone in the subway station.

Asterix

FOR MORE THAN 30 YEARS ASTERIX HAS CAPTIVATED THE FRENCH PUBLIC. HE'S GOT 29 BOOKS, SEVEN FILMS, HIS OWN THEME PARK AND NOW HIS OWN GAME BOY TITLE – QUELLE SURPRISE!

French comicbook star Asterix makes his Game Boy debut in this whopping great title from Infogramix. It's time to go Roman-bashing with the indomitable Gauls — take a swig of magic potion and hold on to your helmet, because something smells fishy and it's not just Unhygienix.

Things were merry in Asterix's small village in Gaul, last to withstand the mighty onslaught of the Roman Empire. Caesar had mobilised all spare forces to crush this minor rebellion, but to no avail. Life in the village carried on — Getafix brewed his secret magic potion to give the Gallic warriors super strength, Cacofonix the bard sang dreadful ditties and Obelix — Asterix's *bon ami* — went to the woods for wild boar. Just the opportunity the Romans had been waiting for!

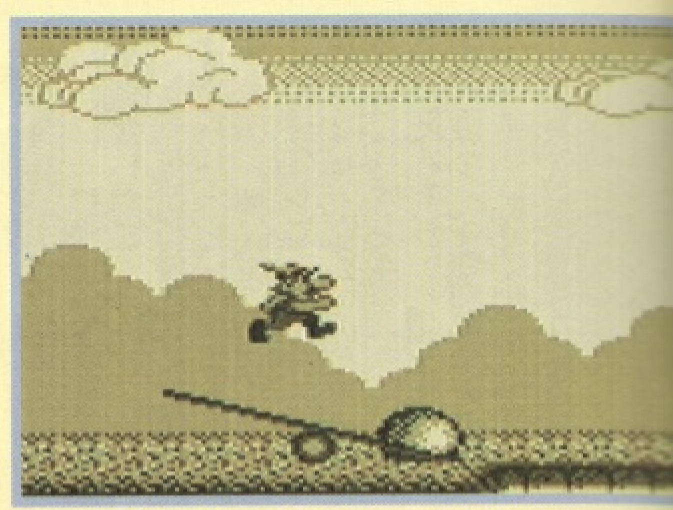
They trapped Obelix on his own and, after a long and painful fight, managed to capture him in a sweeping *coup de grace*. But Asterix is a man of honour, and couldn't stand by while his friend was banged up. So our blond hero stuffed his pockets with gourds of magic potion, and set out to take on the Roman military machine — no mean feat when you're knee-high to a centurion.

Asterix is a one-player, *Mario*-style platformer. Jump to collect icons, punch anyone in your way — especially if they're Romans — and pick up magic potions for brief invincibility. It's a big game, with four worlds each of three levels, and packed with icons, perils and a seemingly never-ending stream of enemies.

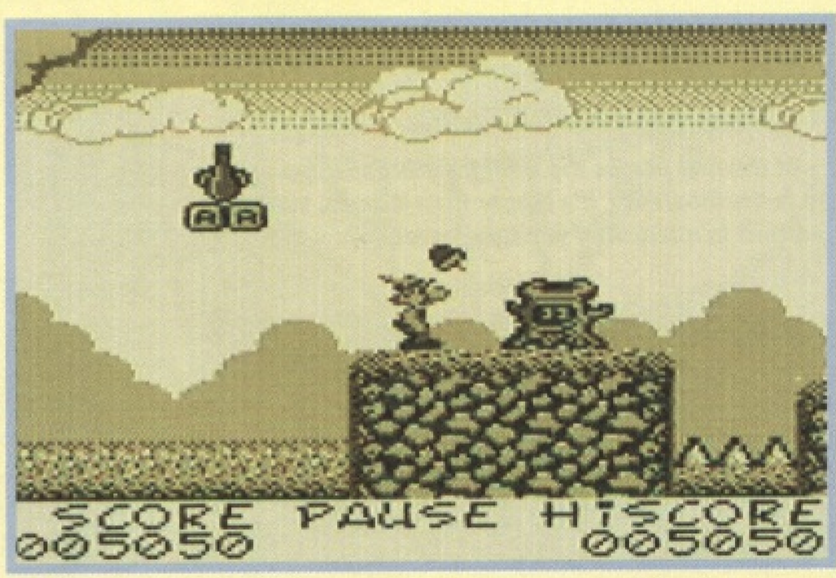
The graphix are small but perfectly formed, resembling the comix with their attention to detail. Romans walk around noses in the air, and when you chin 'em a little 'paf!' bubble appears.

But a few swigs of magic potion are advisable before tackling *Asterix*. The gameplay takes some getting used to — it feels slower than many and for *Mario* fiends this could be a shock. Still, after a few mistimed jumps you should have got the hang of it.

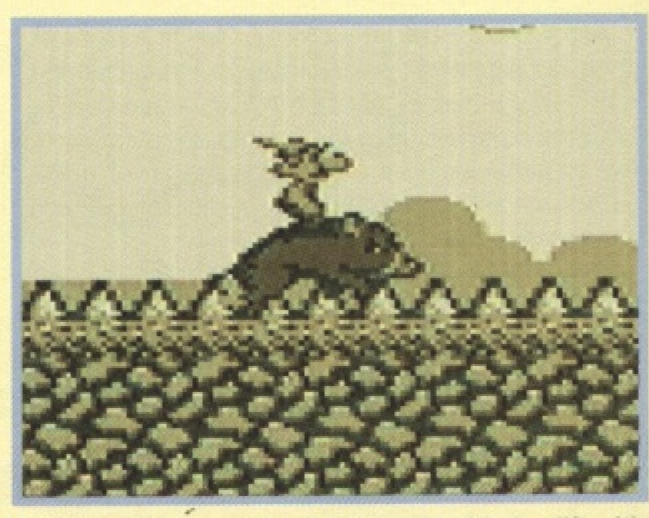
And once the gameplay is familiar, *Asterix* on the Game Boy becomes highly playable and challenging. Twelve levels don't sound like much compared to some *Mario* titles, but with only three lives and no continues you're unlikely to finish quickly. (Don't worry — extra lives can be earned when stars are collected.) Asterix is well worth a few francs while waiting for the next *jeu de Mario*.



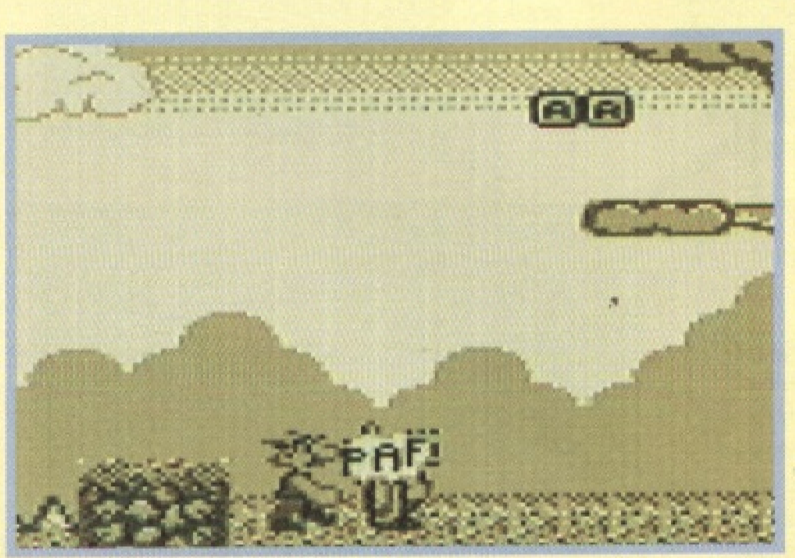
Calculate Asterix's weight against the velocity created by the ball's downward arc — he should be catapulted to the next level if you're lucky.



What's in that tree? It keeps moving and killing Asterix. Ah! It's not a tree at all — it's a Roman in mufti.

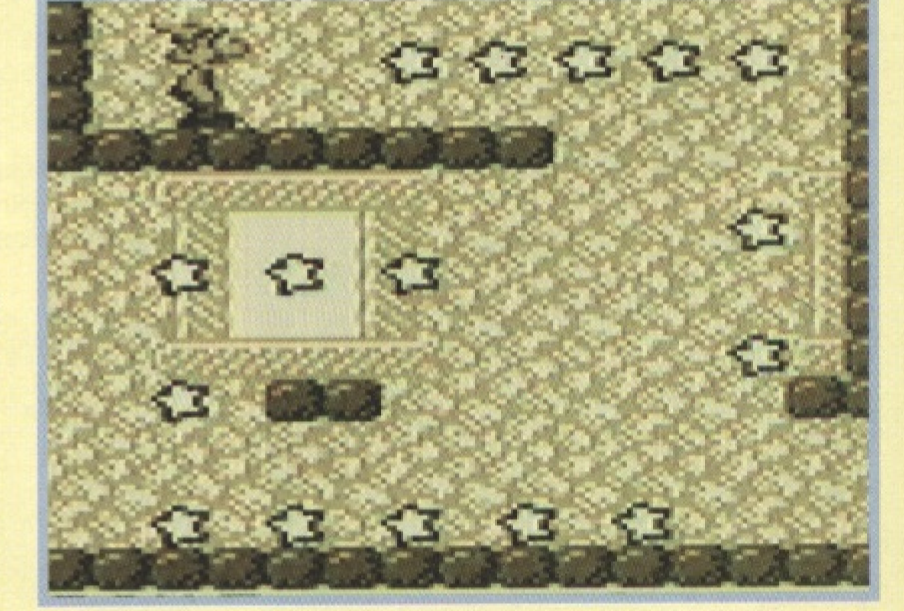


Ride 'em, Gaul-boy! Don't hit them — hitch a lift with the boars to avoid the energy-sapping spikes.

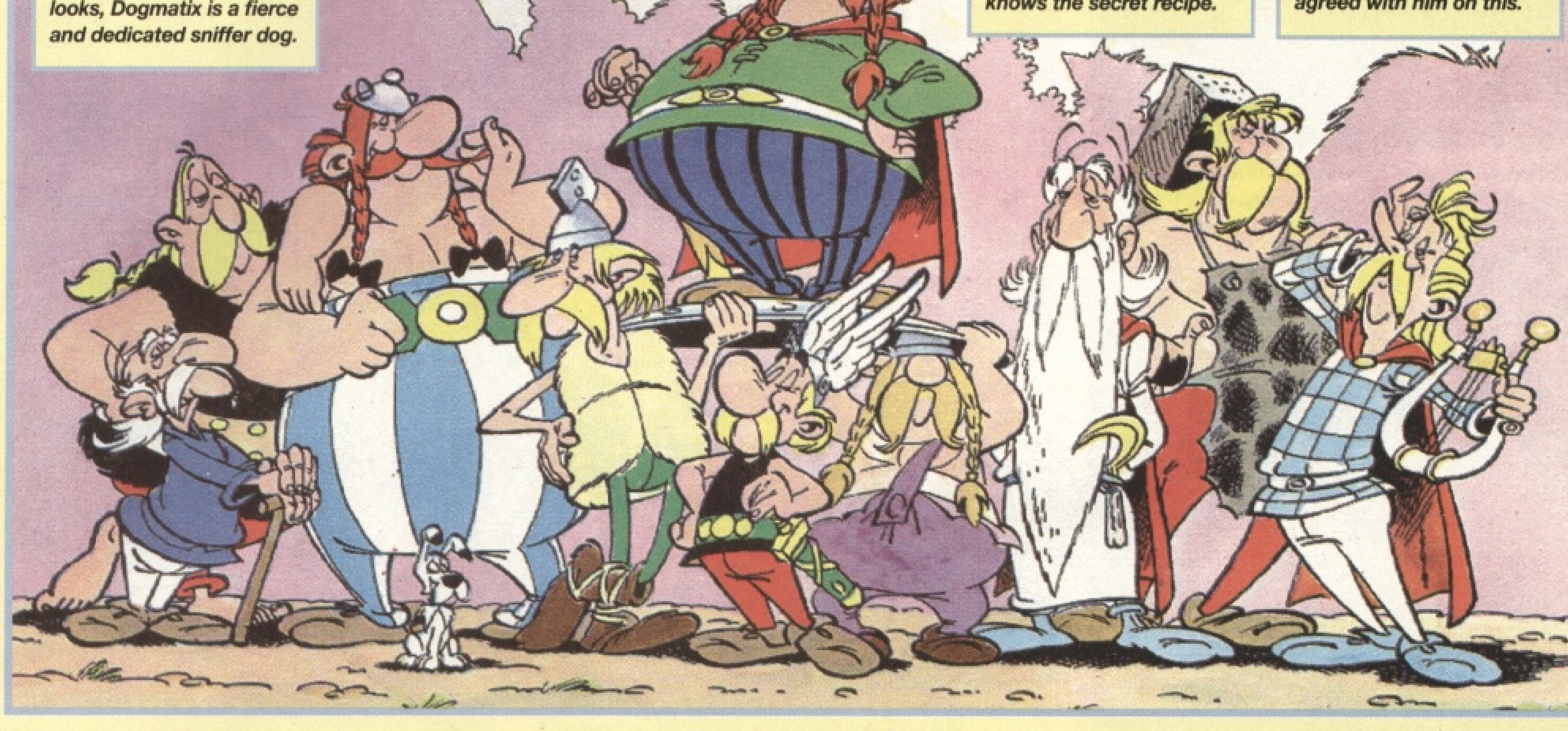


True to life, our hero even punches in French. Rough translation: Paf = Biff. Clobber a Roman and watch him fly off the screen.





Collect all possible stars and you gain access to a secret room seen above. Now collect all the stars here to get an extra life.



Obelix — a giant, adventure-hungry menhir delivery man (menhirs are huge stones), Obelix was dropped into a cauldron of magic potion as a babe and now possesses permanent superhuman strength.

Unhygienix — the village fishmonger, whose wares are not to be sniffed at, or sniffed at all if you can help it!

Asterix — a cunning little warrior who quaffs magic potion by the cartload and dispatches thousands of enemies with his strength and shrewdness.

Vitalstatistix — the chief of the tribe and a respected old warrior, Vitalstatistix has just one great fear: that the sky will some day fall on his head. And it may be tomorrow.

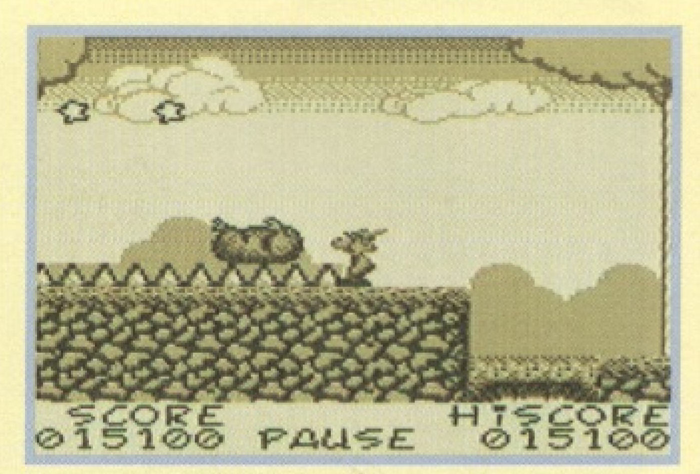
Fulliautomatix — the local blacksmith, who constantly rows with neighbour Unhygienix and bard Cacofonix before hammering them into the ground.

Geriatrix — every town has one: the miserable old git. Of course things were always better when he was a lad.

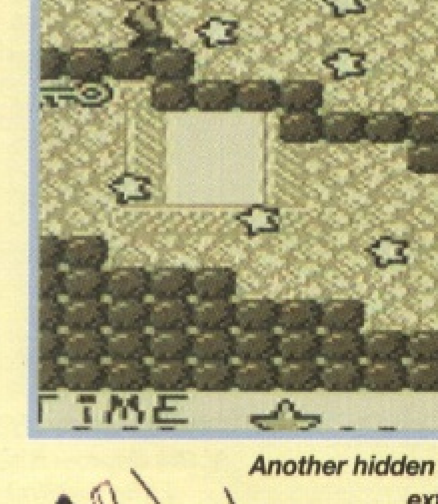
Getafix — the village's resident Druid, mysterious Getafix prepares all the magic potion; only he knows the secret recipe.

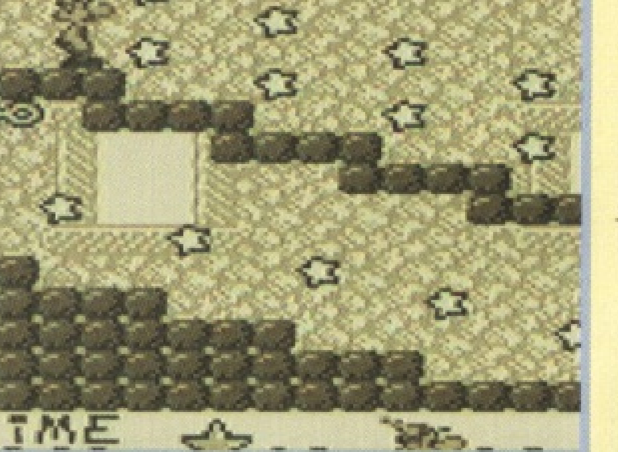
Cacofonix — the village bard, Caconofix may have a good voice, but sadly no-one else has ever agreed with him on this.

Dogmatix — Obelix's pampered pet. Despite his looks, Dogmatix is a fierce and dedicated sniffer dog.



Smack him in the tusks and it's scrunch-time! Be careful because the boars are often your only safe means of transport across dangerous terrain.





Another hidden room, with another extra life up for grabs.



Asterix's fortunes are balanced on the edge of an up-and-down situation. One false move and you end up in the hole.

Graphics
Great main sprite, but tres Marioesque backdrops et platforms. **89**

Sound
Happy, cutesy little tune with sparse but tres bon spot FX. **88**

Playability
Encore, Marioesque, but what's wrong with Mario?



Lastability
Dificile, because you've only three lives, but not frustrating.

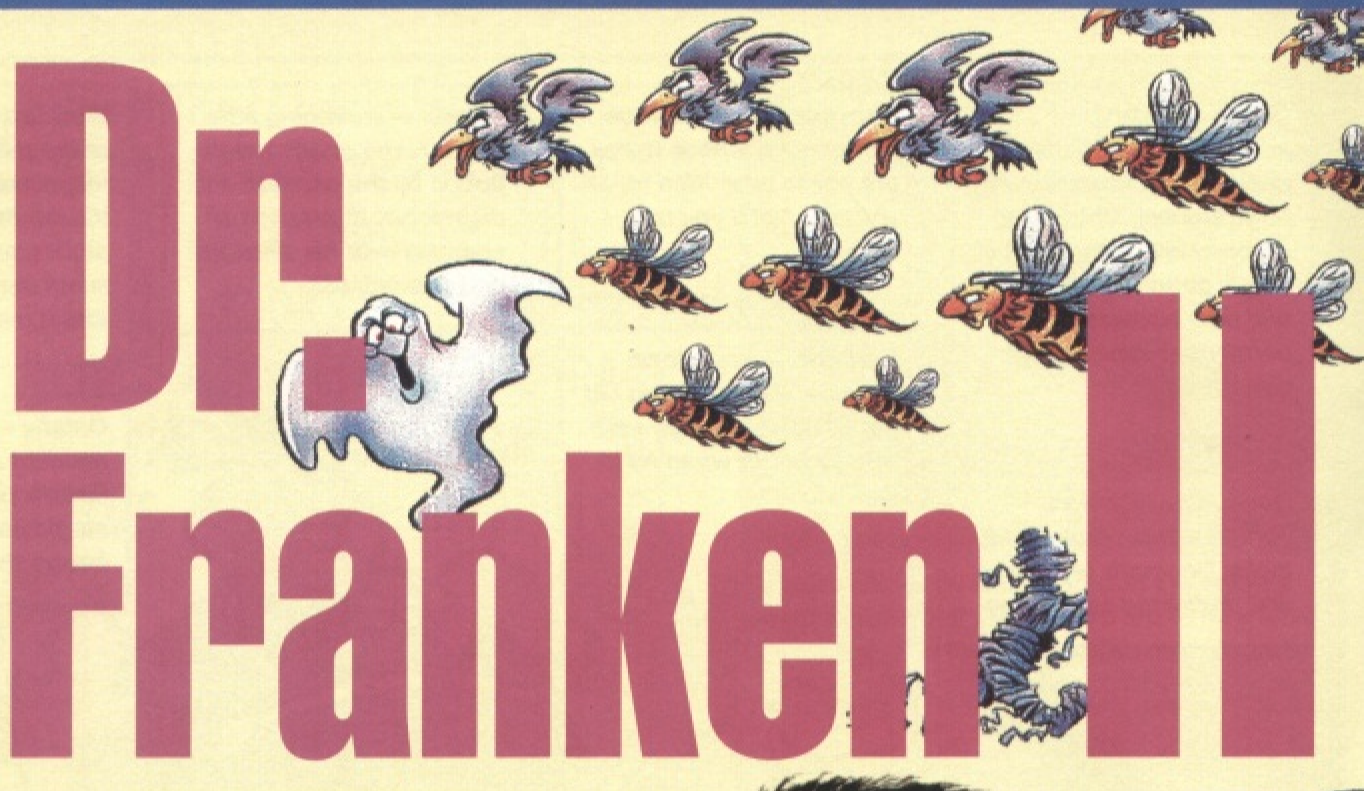


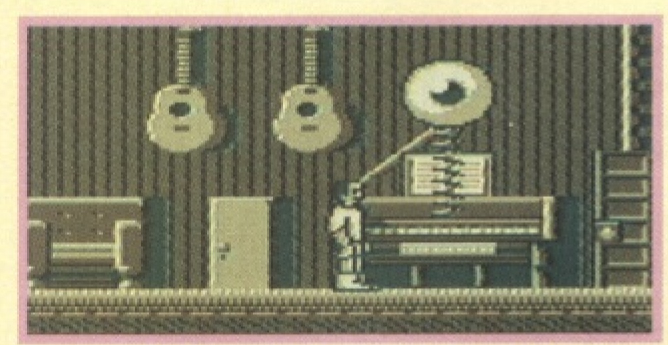
FORCE factor



Not the most original title ever, but still magnifique!

HE'S NOT LEAN, HE'S VERY GREEN, HE'S FUNKY FRANKY. SO TIGHTEN YOUR BOLTS FOR SOME PLATFORM PRANKS. HE'S GOT IT ALL STITCHED UP!





Evidence of the mad scientist is all about. Particularly bizarre are the eyeballs on springs.

Franky's back! The creation of mad Dr Von Frankenbone was introduced in the original *Dr Franken*, last summer's GameBoy platform smash — but since then the electricity bill has arrived at the Frankenbone castle. And when you're in the business of bringing pick'n'mix body parts back to life, an electricity bill is bad news.

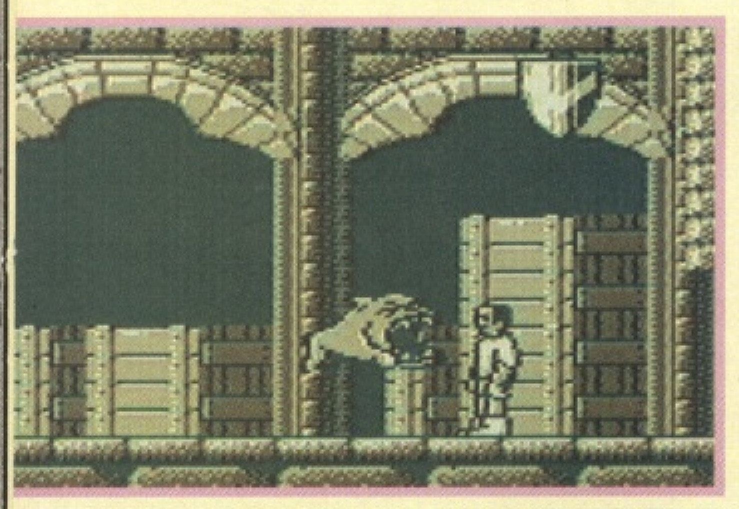
So Franky has fled from the castle and hidden himself on the outskirts of the Franken estate, planning to find Dr Von Frankenbone's lost treasure and pay off the bailiffs from the electricity board.

Dr *Franken* II has managed to outdo its predecessor: with seven new locations, 140 rooms and 12 different buildings it'll take you months to explore this humungous creation.

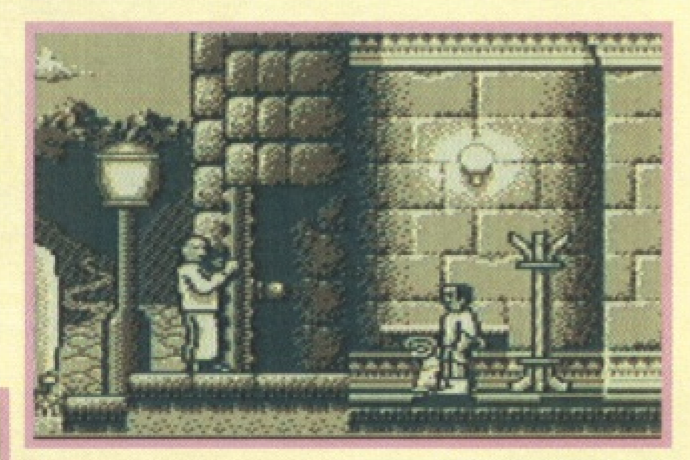
The graphics have been improved too, with a more cartoony Franky, strutting around in his disjointed way modelling his T-shirt and bermuda shorts — a definite improvement on those passé pyjamas! The backgrounds are just as detailed as in the original, and there is a plethora of evil creations to bother you.

The game starts with a measly three lives and no continues, and they don't last long. But there is a password system to help out, and a useful save-game option.

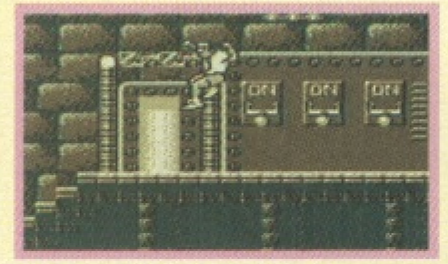
Dr *Franken* II screams brilliance like a deranged banshee. It's got it all — huge area, fluid animation, devious platform strategy, even onscreen help in seven major languages! Anyone will love this cart, and platform fiends will... well, let's just say they won't be disappointed!



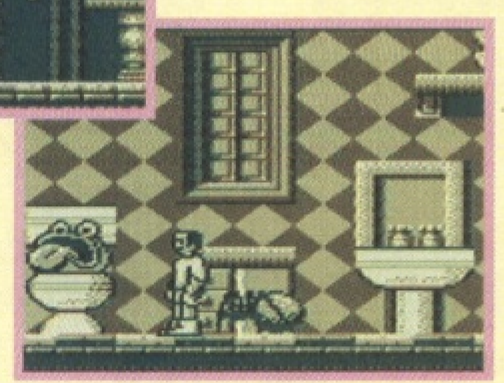
There are many creatures of the night that Franky may fall prey to — lycanthropes are only one.



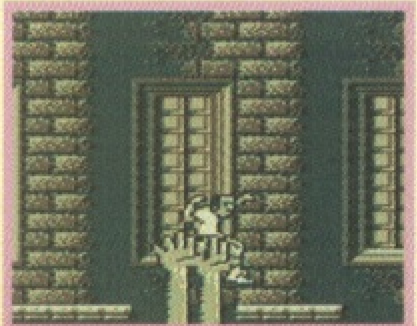
There's somebody at the door — it's the bailiffs!



The life-giving electricity-harnesser.

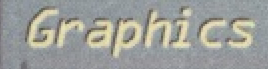


Attack of the killer bees — Franky breaks out the calamine lotion.

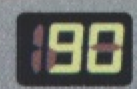


Even monsters need a helping hand — but not there thank you!

Is that last night's vindaloo?



Slick animation with lovely sprites and backgrounds.



Sound

Cool tunes and masses of spot FX.



Playability

Polished control method, good responsiveness, but tough to get into.



Lastability

Such an enormous game you'll need a bolt through your neck to finish it!



FORCE factor

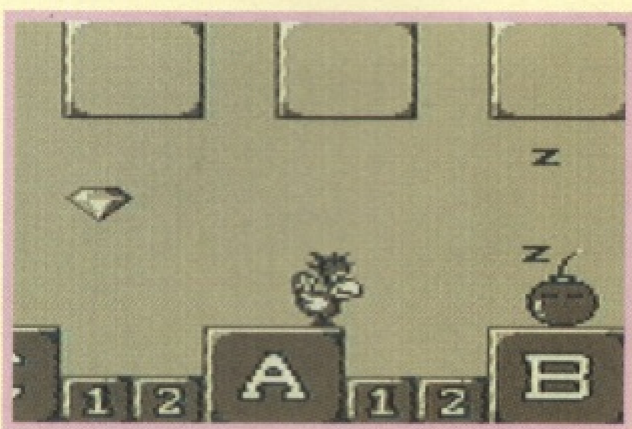


Uncannily good, this is bound to repeat the success of its predecessor.



Alfred Chicken nuggets

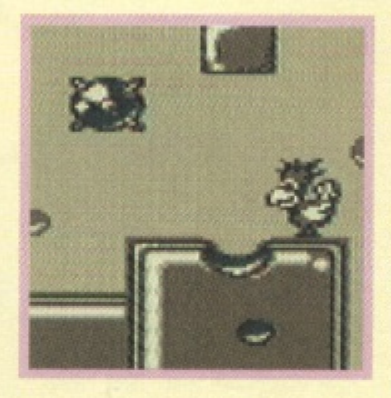
ALFRED CHICKEN IS A TRICKY GAME WITH LOADS OF HIDDEN ROOMS AND SECRETS, BUT A FEW ESSENTIAL SKILLS WILL HELP YOU THROUGH.



Baddies



Sleeping bombs — These little bombs are fast asleep until Alfred gets in their range. They then wake up and explode in five directions. You should have no trouble dodging the shrapnel but make sure you don't accidentally run into another baddie.



Spinning mines — These large black mines spin round in a fixed pattern and usually are in Alfred's path; unfortunately they can't be killed so you have to dodge them. Take your time and don't try to rush past.

Mice — The mice patrol the platforms. They don't have any weapons, but just walk up and down at different speeds and attempt to kill Alfred. They can be killed easily with the divebomb attack; when you have killed one you will be flung into the air so you can attack the nex. The more you kill without touching the ground the more points you get.



Cheats never prosper (well, sometimes)

There is one way to be sure of getting through Alfred's adventure — cheat!

There is a very well-hidden warp room on the first level which allows you to go directly to any level between two and five but is nearly impossible to find unless you know how.

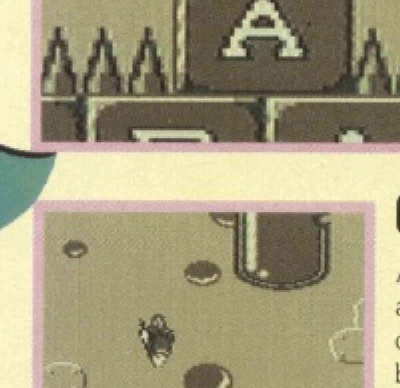
First of all go and see Mr Pickles for the strawberry jam. Then go through the first door near the top right of the first section, head left, jump on the springs and head toward the ceiling, then hit the hidden block with the door above it.

Now head to the top right-hand corner of the level and stand on the edge of the platform with the balloon and mouse. Spit out a seed, and another hidden block will appear. Jump onto this and off to the left, disappearing off the screen, then walk left along the top of the screen to the suspended platform and through the door.



You will now find yourself in a vertically-scrolling level with loads of springboards — and a monster chainsaw in hot pursuit! So don't hang around, collect all the one-ups you can and when you reach the top you will find yourself with Mr Pickles. This time there will be four doors to choose from, allowing you to access levels two to five.

General tips



Alfred's standard attack is the divebomb, which must be perfected as soon as possible. Use the first level to get this attack working well and you will profit from it later. You can also use this attack as a springboard: when you are thrown back into the air you can control yourself and get onto platforms which would normally be too high. This allows you to collect more bonus items and greatly speed up progress in the vertical levels.



Later on you can collect a ball weapon and blast the baddies.

If you collect all Mr Pickles's watering cans you receive an extra life at the end of the level. More importantly, if you collect all these garden tools throughout the game you get to see the excellent full ending.







SPORTS

Availability

FROM: ....Codemasters
PRICE: £29.99
STATUS: ....Official UK release



PLAYER VERSUS

Options

CONTINUES: ....None
SKILL LEVELS: ....Various
EXTRAS: ....None

First Glance



TIM: "I couldn't stay on my bike in the BMX game but I loved every minute of it!"



CHRIS: "Four average games. The soccer is the best"



CARL: "Why produce four mediocre games —one good one would have been more palatable."

Graphics

Average animation and sprites with nice presentation



66

Sound

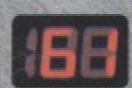
Okay tunes and effects but nothing out of this world



59

Playability

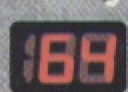
Each game takes some practice to perfect



68

Lastability

Lots to choose from and fun with friends



69

FORCE factor



54

Four games for the price of one but no bright spark among them.

SUPER SPORTS CHALLENGE

We all feel sporty occasionally but most of us end up sitting in the armchair playing on our NES instead. Now you can do both with this four-game extravaganza from Codemasters

Yes it's bargain basement time — four games crammed into one cartridge all for the stunningly low price of £29.99.

Players can work up a sweat playing any of the four sporty titles featured on this action-packed cartridge.

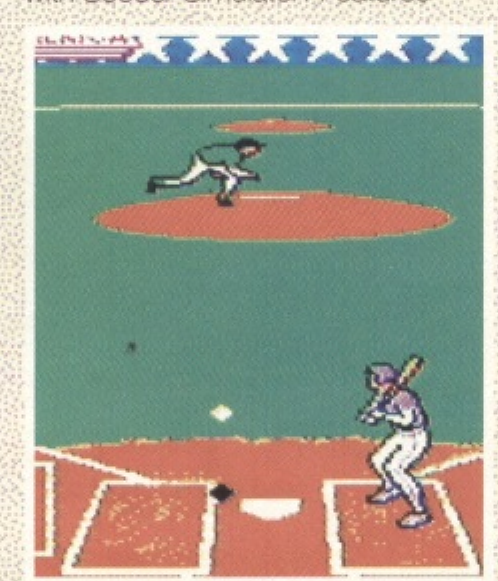
You can be in a league of your own with *Baseball Pro*. The game features base stealing, overhead view during plays and time outs, fast balls, curve balls and bean balls, whatever they may be. It's fast, furious and great fun with friends.

Raise a racquet in *Pro Tennis*. You get the choice of playing on grass, clay or gravel courts and there are all types of shots available including smashes, lobs, volleys and passing shots. You don't get a refreshing drink of orange after a game though.

Get up to some football frolics with *Soccer Simulator*. Features include passing, shooting, throw-ins, fowls and penalties.

If you're into racing you can hit the tracks with *BMX Simulator*, there are 15 race circuits over three different terrains, dirt biking, desert riding and quarry racing. Among the features are bums, bumps and ramps so get pedalling! There's even a three player option so all your mates can join in!

Each game has a one or two-player option and can be played if you're a sporting genius or a wimpy amateur. So slip on your P.E. shorts, step into your training shoes and get ready for some hot, hardcore sporting action.



Baseball: Come on, give it your best shot. Hold on, I wasn't ready that time!



Baseball: That ball is really flying! Could it be a home run or will it be caught out by that green blob of a fielder?





Soccer: It puts you off when everyone in the crowd looks the same!

ROB: 'Good value!'



Ah memories. In days of old, when I was knee-high to a goalpost, I used to love tearing around a football pitch or attempting deadly stunts on my BMX bike, even a combination of the two sometimes! So when I heard that *Super Sports Challenge* had BMX, soccer, baseball and tennis, I got all nostalgic.

Unfortunately I found the tennis very confusing, the BMX bikes a bit on the tiny side, but all the other events seem quite cool. The baseball is great, very colourful with good animation on the players. The same goes for the soccer, with loads of team choices and easy-to-handle ball control.

The BMX racing takes a bit of practice on some courses due to the obstacles scattered around the place. There's also a danger of getting caught up in the scenery as well, which is another thing to watch out for.

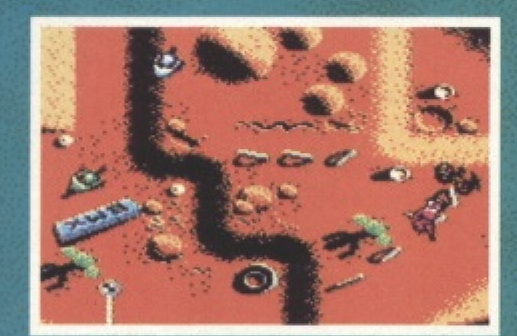
The worst event is the tennis game. Getting used to the controls makes it annoying if you want a quick session. The animation is also a bit lousy, making the tennis the least playable of the lot. *Super Sports Challenge* is a good value NES cart but sadly provides something less than a real sporting challenge.

ROB 57%

PORTS
NGE



Tennis: Thirty-love. Oi! Don't you call me love mate, you hardly even know me! Just hit that tennis ball back and I'll take the serve again.



BMX: What's this? A lunar landscape or a scene from *BMX Simulator*? We'll let you decide.

Soccer: Come on you guys, don't just stand around nattering, there's a game to be played here!



TIM



'Honest sporting fun!'

Wow what a bargain! Four games for the measly price of £29.99, enough to loosen the purse strings of even the tightest old stinge.

Don't get too excited, though, the games aren't that stunning. The graphics range from not bad, on *Pro Tennis*, to absolutely dire, on *BMX Simulator*. You get a bird's-eye view of the track which makes it very difficult to work out which bike you're supposed to be riding.

Controls are difficult to master at first but easy to pick up after a few plays. The moves on *Pro Tennis* are a bit weird, it took me a while to get the hang of them. Having said all this, the games aren't all that bad, the football is pretty good fun (well, it's better than Subbuteo anyway!) and the other games will grow on you in time.

Overall, no thrills, no spills, just good old honest sporting fun. A laugh with mates.

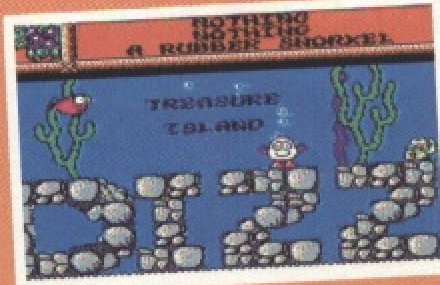
TIM 51%

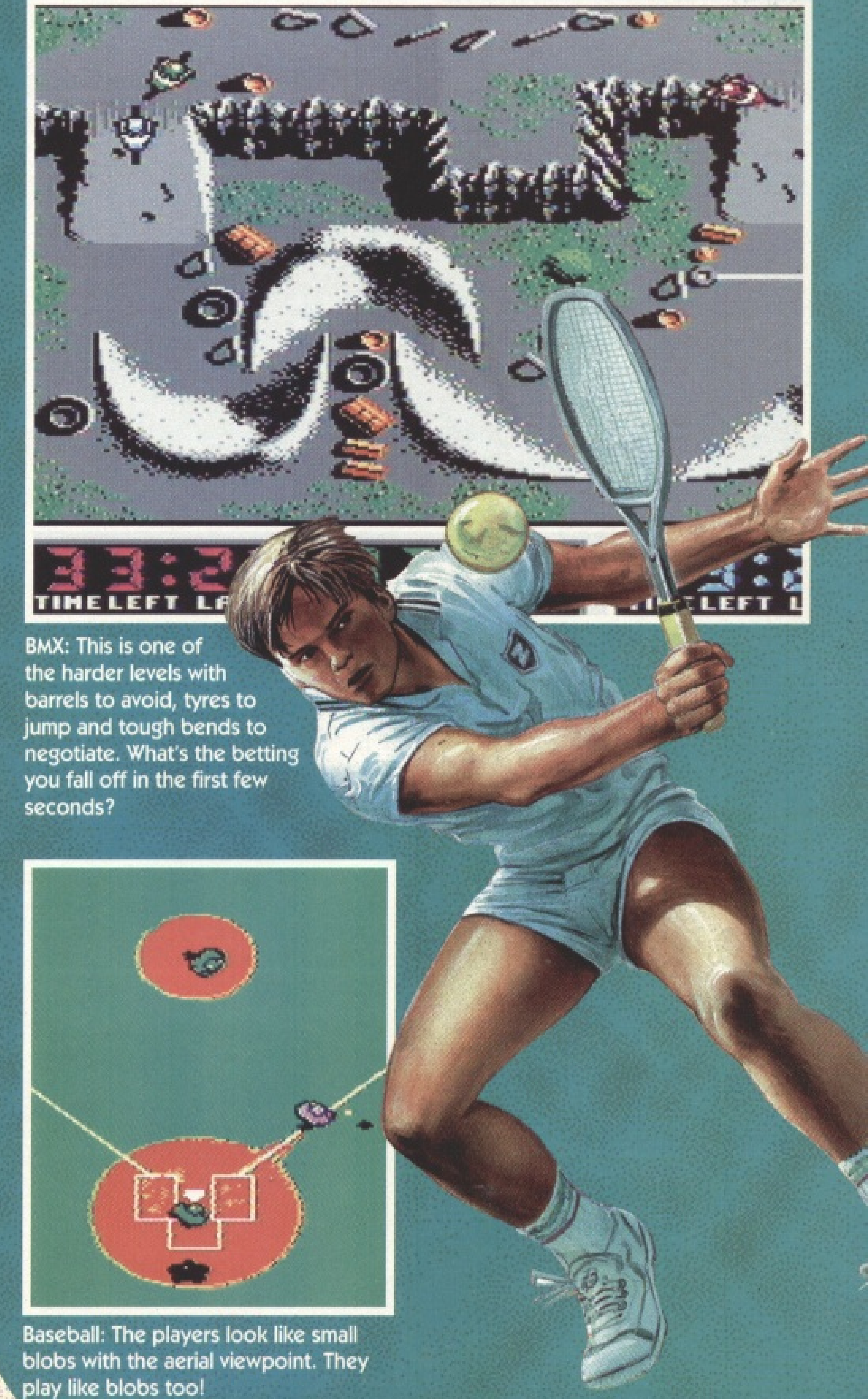


The *Fantastic* Four

Codemasters are the first company to produce a range of cartridges with four games packed inside, giving excellent value for money. This is the first, but in the pipeline there's *Super Adventure Challenge* with four great platform and adventure games. Then there's *Super Arcade Challenge* with some neat arcade conversions. You may have seen these games in the pages of N-FORCE before — we did short pieces on them when they were released in the USA under the titles of *Quattro Sports* and *Quattro Adventure*. The official UK releases will all be priced at £29.99. Hurrah to Codemasters!







BMX: This is one of the harder levels with barrels to avoid, tyres to jump and tough bends to negotiate. What's the betting you fall off in the first few seconds?



Baseball: Sporting sims wouldn't be complete without a nice scoreboard or two. Here is a particularly pleasant one with lots of interesting names and numbers.

Baseball: The players look like small blobs with the aerial viewpoint. They play like blobs too!





Availability

FROM:........Ocean
PRICE:........£TBC
STATUS:....Official UK release



Options

CONTINUES:...........None
SKILL LEVELS:..........1
EXTRAS:...................None

First Glance


ROB: "Irritating game with average graphics and abysmal audio track"


CHRIS: "Nice idea but this game just doesn't do anything for me!"


CARL: "I don't know what everyone's talking about! I really enjoyed this game."

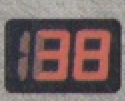
Graphics

Nice characters and colours but nothing out of this world



Sound

The odd nasty sound effect and no music at all!



Playability

The dodgy semi-3D style is a nightmare to understand.



Lastability

Quite a few levels to complete but would you want to?



FORCE factor



Not up to the usual high Ocean standards. A mediocre platform game.

COOL WORLD

In a strange animated world anything can happen, and usually does! Can a normal human being survive? Probably...

When Vegas Vinnie discovered a tunnel from *Cool World* — a strange cartoon world inhabited by similarly odd characters known as Doodles — to the real world, he didn't realise what trouble was about to brew up.

A particularly attractive female Doodle known as Holli Would wants to take all the power from the Golden Spike — the wedge between the two worlds that Vinnie had placed on top of the Ocean Hotel in Las Vegas for safe keeping. She needs this power so that she can get herself a new body and exist in the real world. The problem is that if she succeeds in this she may actually destroy both worlds. Holli has got hold of a map that shows the position of the warp zone but to make things worse she has split the map into five pieces which she's hidden with members of her gang.

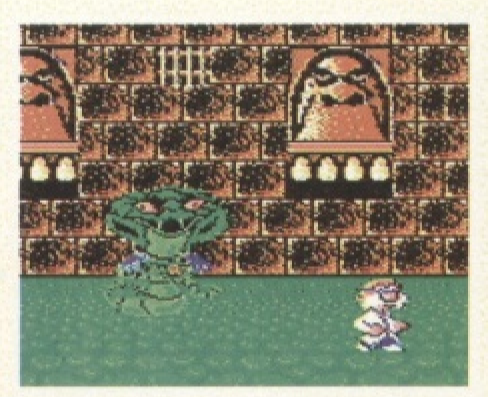
The hero of the story is Harris, the law enforcer of *Cool World*. As Harris you must fight against Holli and her henchmen and recover all five pieces and return to Ocean Hotel.

There're five cartoon antic levels packed into this film licence — the first is the Cool World Main Street, the second is the Highway, the third is the Sweet Place, the fourth is set in the countryside and the final one is the Ocean Hotel in Las Vegas. Each level contains a piece of the map to be retrieved before you can go to the next action-packed adventure. To help you through each level there are useful pick-ups to collect. The pen is a handy one to suck in enemies. Bottles are used to empty the contents of the pen, erasers can be used to literally wipe out the enemies and you can collect hearts and food for extra energy.

There're also special weapons to collect on each level that should keep you plodding along nicely.



Oi you! Get down from there, you might fall and break your leg! Flippin' all night clubbers.



Don't look behind you now, Mr Harris. Hold on, you didn't look anything like that in the film!

NICK: 'It's a shame!'



When I first played *Cool World* I thought it looked brilliant with some colourful backgrounds and sprites and the strange look of the movie. But after playing for a few minutes I changed my mind.

The weapons that can be used against the Doodles are quite original for a platform game. Pens suck them inside as ink and can then be squirted into jars dotted around each section. Erasers rub them permanently from the game and bombs just blast everything in sight. Each of these weapons is accompanied by a cool animation sequence, which is good as there is no decent music or effects to accompany the action. The effects are the usual blips and squeaks and there is no music at all! Each of the stages has platforms to jump from but the ground is in a semi-3D style where players can move up and down to avoid enemies. This becomes really confusing when it looks like you can jump on a platform but you haven't lined things up properly.

If you are a fan of the movie (you must be the only one!) this may be worth a look but I wouldn't recommend it to anyone.

NICK 56%

TIM: 'Must try harder!'



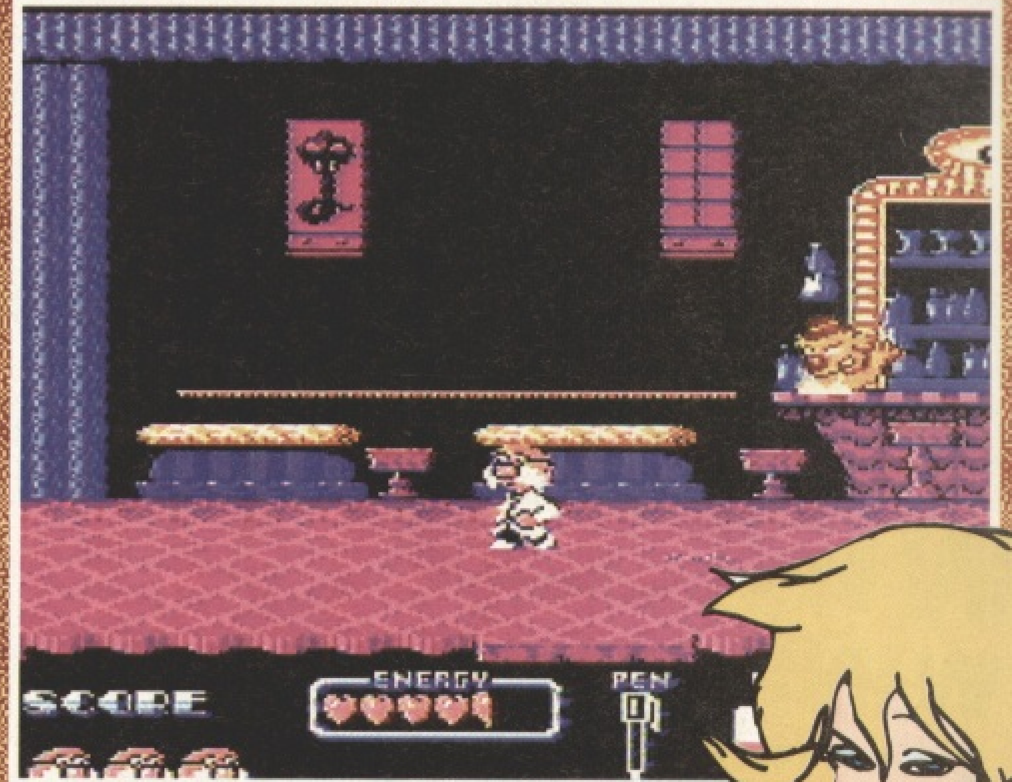
Ocean have goofed this time! I'm afraid that *Cool World* is going to flop as badly as the film that it originated from. The gameplay is so mind numbingly boring that I found myself slumped over my console in a catatonic state.

The controls are easy to master, and the graphics are pretty good but more imagination could have gone into making the characters — after all, the film is mostly animated. The constant shooting sounds can be slightly nauseating. Another annoying feature is the fact that if you pause the game in the middle of gun fire you get stuck with the noise until the game is unpaused.

This is a difficult cart to play at times but the difficulties are more niggly rather than challenging, this can leave the player very frustrated. If you're not careful you'll find yourself throwing your console out of the window!

Overall, not a very impressive effort, Ocean is capable of a lot better. Must try harder, C minus! **TIM 51%**





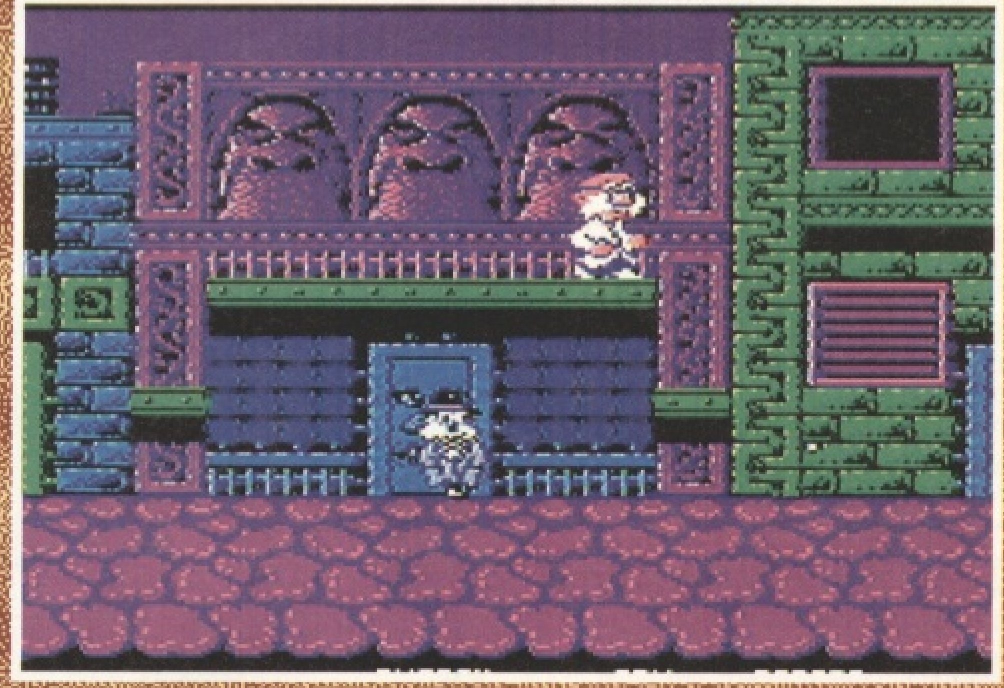
In the bar the nasty barman throws bottles which really hurt!



Oh look, it's the mother-in-law come to visit. How are your teeth?



'Dizzy, my head is spinning!' He's probably had a bit too much pop!



Everything in a Cool World street seems to be purple and green! Perhaps their town council got a discount on the coloured paint?!



MOVIE MADNESS



The film is based around ex-con Jack Deeb (Gabriel Byrne) who produces an underground comic also called *Cool World*. The comic becomes a great success in certain circles. One day Jack suddenly began to hallucinate and lose his mind. He finds himself caught in his own cartoon world and starts to interact with the strange inhabitants. Jack realises on his journey through his comic book dreamland that it was in fact a parallel universe which he had entered. He meets up with a strange cartoon female, or Doodle as they're known, by the name of Holli Would (Kim Basinger). Holli attempts to enter the real world by using Jack and the tough human detective Frank Harris (Brad Pitt) whose main objective is to keep the two apart.



Arrgh! The horrible brown monster has got the hero of the game. Oh, never mind!



Jumping the waterfalls is a tricky business. Get caught up in it and Harris is swept away

WIN! WIN! EAT MY SHORTS! WIN! WIN!

WIN! WIN! WIN!

WIN! WIN! WIN!

A fabulous satellite TV system and every single Simpsons video up for grabs!

It's almost three years since Simpsons mania swept the United Kingdom with the wonderfully wacky antics of one of the most famous families since that other madcap American bunch, the Ewings from Dallas! Since then there's been a whole host of memorabilia celebrating Bart and Co. The most recent addition is the *Bartman Meets Radioactive Man* NES game (see page 16 this issue for a full review!).

If you're still a zany Simpsons fan after three years of hype, pay attention, this competition is for you!

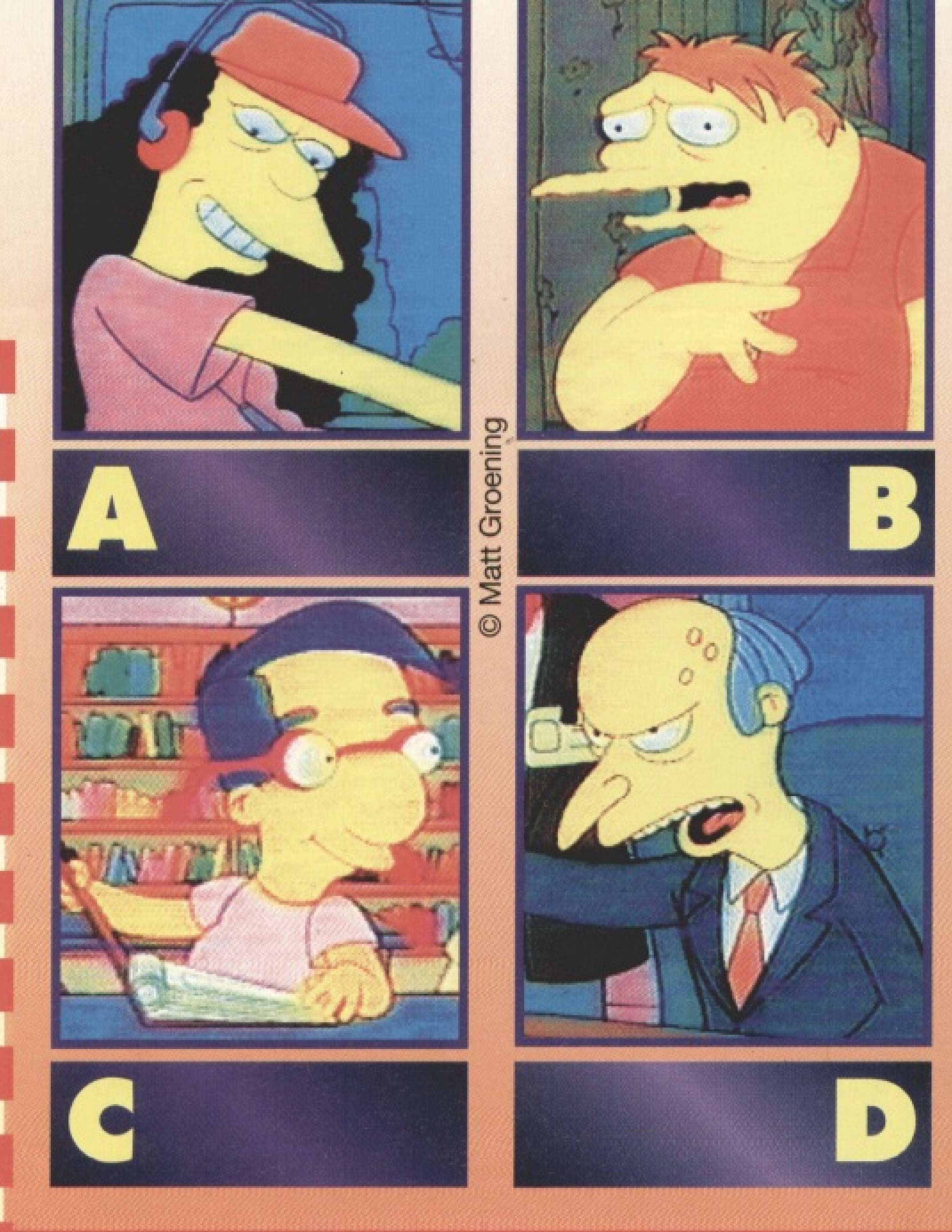
Gross, man!

N-FORCE in conjunction with those generous people at Acclaim are giving away a mega satellite TV system for the first prize winner and a set of cool Simpsons videos to two runners up.

To win some of this treasure all you have to do is identify the four popular characters from the Simpsons cartoon shows. Fill in the coupon at the bottom of the page then either cut it out or photocopy it if you don't want to spoil your magazine and send it to:

COOL COMPO, MAN!,

N-FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.



© Matt Groening

Cool coupon!

I know my Simpsons and I think the characters are...

A ....

B ....

C ....

D ....

My name is: ....

I live at: ....

....

....

Postcode: ....

The editor's decision is final because he's taken all the Simpsons videos home to watch! If you don't want to receive any mail from other companies please tick this box. ☐

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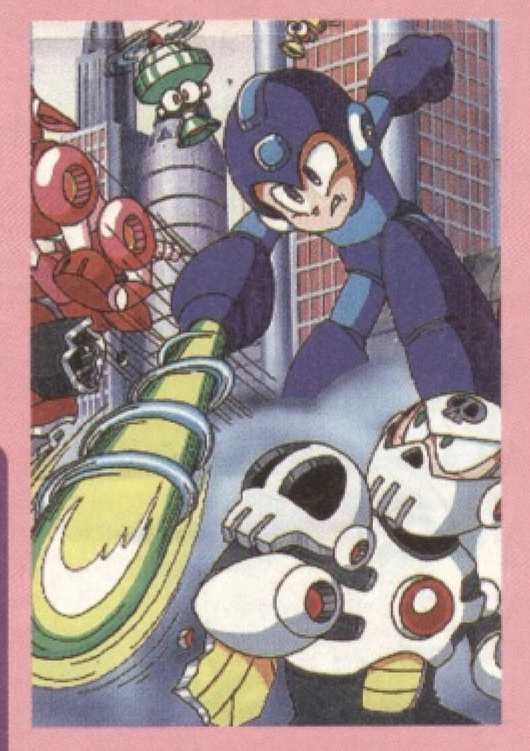
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MEGAMAN 4

Thanks to Mike Moorman from the Netherlands for sending these handy tips on how to defeat each of the nasties on the brilliant game Megaman 4.



How to defeat Ringman

This is the first boss that you should face, because he is the easiest one to beat with your Mega Buster. Before you enter the boss's room, you should power up your Mega Buster, and keep the button pushed down until the boss's power meter is filled up. Let go of the button, and immediatly start recharging your Mega Buster. When Ringman shoots at you, jump over his shots, and when he charges you, jump over him and jump over his first shot, and then shoot. Repeat this until he's dead.

How to defeat Dustman

You must use your Ring Weapon to defeat the Dustman. Jump over his shots when he fires. After he fires a couple of times he will try to suck you towards him like a vacuum. Hit him with your ring weapon when you get a chance.

How to defeat Skullman

When you enter the room you must have your Mega Buster fully powered, and as soon as Skullman appears, shoot. Once you shoot him, switch weapons, and use Dust. Dodge him when he charges you. He can also put his shield up. When his shield is up there is nothing you can do.

How to defeat Drillman

You must use your Dust weapon on this on this enemy. When you enter the room, Drillman will rise from the floor, he will not come from the right. The best way to avoid getting hit when he comes up is not to stand in one place. Once he is up, hit him with dust.

How to defeat Diveman

When you first enter Diveman's room he will stand on the left side of the screen. As soon as his life meter fills up, he will fly at you, so prepare to dodge him. After he flys at you, he will begin shooting mini-torpedoes that are created to seek you out. The only way to avoid these projectiles is to shoot them.

How to defeat Pharaohman

Pharaohman shoots a ray beam as tall as Mega Man across the screen. However, there is an easy way to defeat him. Hit him with Bright, which will freeze him and give you a chance to beat on him with your Mega Buster.

How to defeat Toadman

His main attack is a shower of acid rain. When he does this there is not much you can do. To prevent him from attacking, stay close. This will make him jump. When he jumps, run underneath and shoot. Repeat this until he's dead.

How to defeat Brightman

Brightman will fire a number of shots at you. All you really need to do is avoid the shots and hit him when you get a chance. To help your cause use Toad against him. Remain alert because when he makes the screen, you are frozen. As soon as you get hit you will be unfrozen.



What a marvelous device the Game Genie is isn't it? Just pop in a code and you've got infinite lives, a stage select or invincible banana skins in your favourite games. Check out this month's selection of delectible delights...

Adventures of Lo Lo 2

GZKPOLVG	Infinite lives
PEVOSPIE	Start with 1 life
ZEVOSPIE	Start with 10 lives
YEVOSPIE	Start with 15 lives
ZAXPEZAA	Start with2 magic shots
GAXPEZAA	Start with 4 magic shots
GZXZKPVG	Never lose magic shots
GEKONPAA	World 5
PEJONPAE	World 10
TEKONPAE	World 15
LOKONPAA	World 20
AOKONPAE	World 25
IOKONPA	World 30

Bubble Bobble

OAUGUZLE	Infinite lives

Blaster Master

SZSKLIVG	Infinite Lives
AAKGILZA	Start with 1 life
IAKGILZA	Start with 6 lives
AAKGILZE	Start with 9 lives
GXEONEVK	Infinite homing missiles
GXNPNOVK	Infinite Thunderbreaks
GZOPSLVK	Infinite Multi-warheads
IAKKGLAA	Start with 5/each weapon
ZAKKGLAE	Start with 10/each weapon
YAKKGLAE	Start with 15/each weapon

Bugs Bunny Birthday Blowout

SZVIGVK	Infinite lives
LAOANZTE	Mega jumping bugs
AEOXPZGE	Two hearts on pick-up
PEOXPZGA	Less energy on pick-up
ATNZALAL	Stunned for longer
IPNZALAL	Stunned for less time
AASAKOTL	Use hammer when stunned

Crackout

AAEKOAIA	1 life
PAEKOAIE	9 lives
YAEKOAIE	15 lives
GXKGPTSA	Lives after continuing
PEOLVIAA	Area 2 (+ the last two codes)
ZEOLVIAA	Area 3 (+ the last two codes)
LEOLVIAA	Area 4 (+ the last two codes)
OXOUPISE	Use with codes above
AEOUXIYL	Use with codes above

Double Dragon 3

SZUUPAAX	Protection for Billy, Jimmy & Chin
GVEPXGGI	More energy for Billy & Jimmy
GVEOXKZG	More energy for Ranzou
ZXEPXGGS	Less energy for Billy & Jimmy
IXEOXKZG	Less energy for Ranzou
ZUEONGGT	Less energy for Chin
AAELIGPA + GZXUPUVS	Infinite special weapons for all
OZVLGASX	Power punch, weapon, kick
AXOONGGO	Start with 40 special weapons for Ranzou

Welcome to the new improved and expanded TIPS FORCE for your NES. There must be many games in your cartridge collection that you've played for a while then got fed up to the back teeth with. It's usually just that one particularly tough end-of-level guardian that spoils the whole game. Well, not any more! Every month we'll pick out a couple of all-time favourite NES games and pull them to bits (well, not literally, because there would be chips and circuit boards everywhere!) to bring you player's guides to all the tricky stages and comprehensive maps and cheats to help you along.

This month we've gone for *The Fantastic Adventures of Dizzy* from Codemasters and the all time classic that everybody should have in their collection, *Super Mario Bros*.

If there is a game that's getting under your skin drop us a line telling us where you're stuck and we'll try to include a guide in a future issue.

If you've got any tips, maps, cheats or codes for any NES game old or new please write in and let us know. The best every month will receive £50 of the best NES software around. The address is...

TIPS FORCE
N-FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

Cheat Chamber!

Here's a collection of useful cheats and hints sent in by David Straker of Derby. Thanks David, you win this month's £50 software voucher for your efforts.

Teenage Mutant Hero Turtles 2

On the title screen press DOWN, DOWN, UP, UP, RIGHT, LEFT, RIGHT, LEFT, [A], [B], and [START].

GOOPKGIA ....Start with 20 special weapons for B, J & Chin
AXOPKGIE ....Start with 40 special weapons for B, J & Chin

Dragon's Lair

IENSGGAA........................Last level (Dragon)

Ghostbusters 2

ZAEKLPGA............................Start with 1 life
YAEKLPGA ....Start with 6 lives
ZAEKLPGE............................Start with 9 lives
SXXKZUVK ....Infinite lives
ZESKIAGA.......................................1 continue only
YESKIAGA ....6 continues
ZESKIAGE......................................9 continues
PEVGZAAA.............................Start on stage 2
ZEVGZAAA.............................Start on stage 3
LEVGZAAA.............................Start on stage 4
GEVGZAAA...................Start on stage 5 - Vigo

Godzilla

AEUSLKNY ....Never lose power (both)

Double Dragon 2

To skip a level hold down [A], [B], and [SELECT].

Robocop

After you use all of your continues and the game freezes, press [SELECT], [START] and [B] at the same time to get another life, this can be repeated as many times as you like.



The following collection of tips was sent in to us by Tom Prescot of Herts.

The Goonies

When you enter this code, you'll receive all the equipment needed to finish the whole game.
SUGNY4WT ! NUU ! UF

Boulderdash

You should find these codes handy: 635870, 840137, 840967, ZZ5378, 752053.

Castlevania

To get ten lives use HELP ME as your code.

Bubble Bobble

To get to any level use EECJJ as your level code and then use the [A] and [B] button to skip through the level.

AEKSAGPE ....Power replenish quicker
AAXITSNY ....Invincibility
VYXITSNN..........................Take MORE damage!

Super Adventure Island

PEXVAALE...10 lives
SXXLOKVK...................................infinite lives
SZUIGEVK ....infinite energy

Batman

EXGOTO ....running enemies
PPPPPP........................machines move slower
SOPEZEA ....one shot with disk

Ikari Warriors

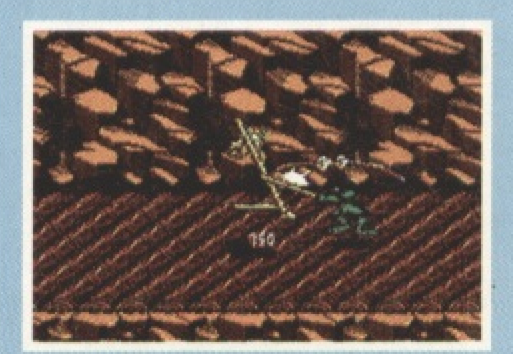
After losing a life press their buttons in this order to gain extra lives [A], [B], [B], [A], [B].

Metal Gear

To obtain loads of weapons type in the following code:
5XZIL, GZZA, UOOOU, UYRZZ, NTO23.

Powerblade

To start on the last level use the password 77KD10GJ.



Battletoads

To start the game with five lives instead of three, hold down [A], [B], and DOWN. Do this on the title screen then press [START].

Captain Skyhawk

To skip a level on this tricky blaster, press [A], [B], and UP on joypad two.

Life Force

For thirty lives, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, [B] and [A], on the title screen.

Alien Syndrome

To get extra lives just push [A] and [B] when you die.

Bad Dudes

To get 64 men press [B], [A], DOWN, UP, DOWN, UP and [START] on the title screen with the second joypad.



Batman 2

Try out these codes:

Level 1-2	MDRR
Level 2-1	NMLL
Level 2-2	NWKL
Level 3-1	LGZQ
Level 3-2	GPTW
Level 4-1	GNXF
Level 4-2	KHCN
Level 5-1	QGYN
Level 5-2	WBZT
Level 6-1	FFHG
Level 6-2	CKQG
Level 7-1	GPZT

Abadox

Here's how to get invincibility. When the title screen appears press [A], [A], UP, [B], [B], DOWN, [A], [B] and [START].

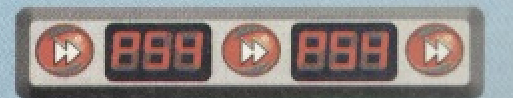
Air Fortress

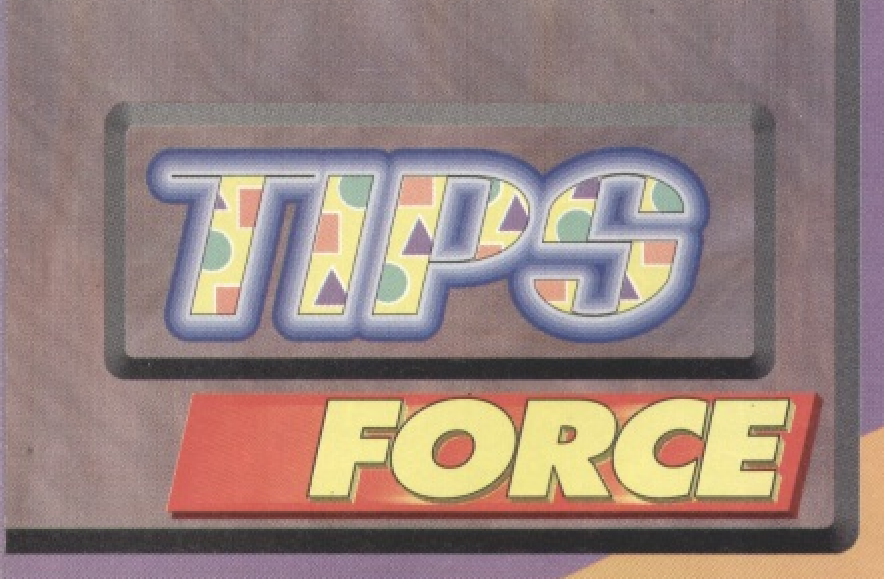
Here are the codes to get you through the first two waves:
First Wave: ISTA, KA91, 6KAI, 8NYU, ZAPP, O585, SUGA.
Second Wave: ABE4, IINA, 8AS1, TOBI, NDA4, MAIK, DOMO, 7NDA.

Rolling thunder

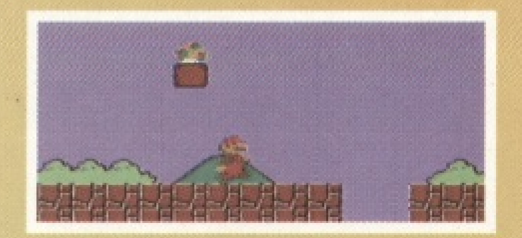
Try these passwords:

Story 1 Area 3	6426099
Story 1 Area 5	1450064
Story 2 Area 7	6609809
Story 3 Area 9	3495242
Story 3 Area 1	6692936
Story 3 Area 2	4516110
Story 3 Area 3	6396857





This classic NES game is the one that every single game fiend should have in their collection. After all — it did come free with the machine! I bet there are lots of hidden bonuses and secret warp zones that you haven't found yet. This is the definitive guide to the game. If you haven't completed it yet, what are you waiting for?



Level 1-1

A little way into the first level, after you've passed all the green pipes, stand halfway between the last pipe and the gap and jump up.You should find an invisible block which uncovers an extra life. Also along the way you'll find various plain looking blocks that'll yield lots of coins and one invincibility power-up.



Level 1-2

About halfway into this level there's a long platform of about four or five blocks long, by one of the many pits. Stand on the last right block and jump up.

You'll find an extra life will rise out of the top side of the ceiling, you must then hit the block to the right of it before you can catch it.

There is also a warp zone on this level, after you reach the second set of platforms (these will be ascending), leap on to the platform and wait until you get to the top then leap off on to the top by the scores, then keep running to the right until you reach a room with three green pipes that have a level number. Choose which level you'd like to warp to then go down that particular pipe.

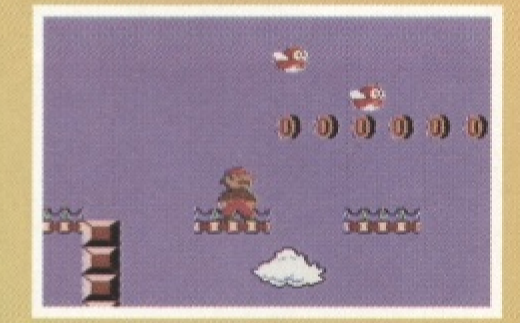


Level 2-1

After the staircase you'll be in the Troopa's lair. Stay here, move to the left and jump up to uncover a block with a coin. Jump onto this block and jump again, you'll find another block but this time it'll uncover an extra life.

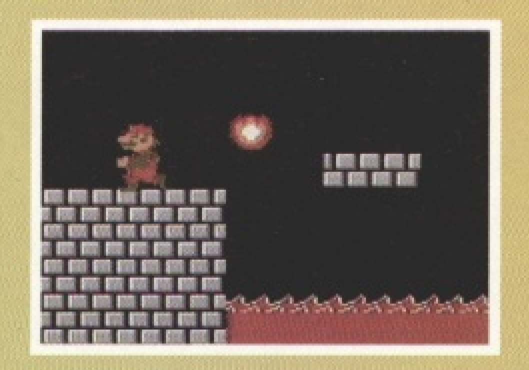
Level 2-2

There's not really any hidden secrets on this, be very careful you don't snag yourself against the coral, or get dragged down by the whirl pools.



Level 2-3

The bridge level consists of mainly nasty Cheep-cheeps and lots of coins, beware of the short bridges at the end.



Level 2-4

The first appearance of the dreaded Podoboos that resemble fireballs, as they're indestructible your only option is to jump over them. The levels pretty straight forward, just be careful you get to the elevators and the dreaded Bowser and his fireballs. It may be useful to have fireballs yourself to make life easier against Bowser.



Level 3-1

The second pipe on this level contains a coin room. When you emerge after collecting the coins, go to the bridge. At the other end of the bridge, jump up. You'll uncover a hidden block that'll give you an extra life.



Level 3-2

Just take care throughout the whole level as there is an unusual amount of bad guys inhabiting this level. To compensate there're lots of coins scattered throughout the level.

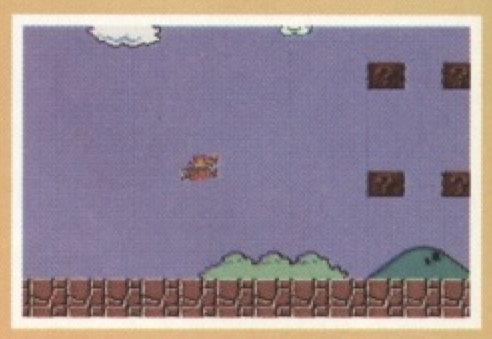
Level 3-3

Take care on the horizontally moving elevators, especially when jumping from one to the other. There're no secret warp zones or hidden blocks on this level.



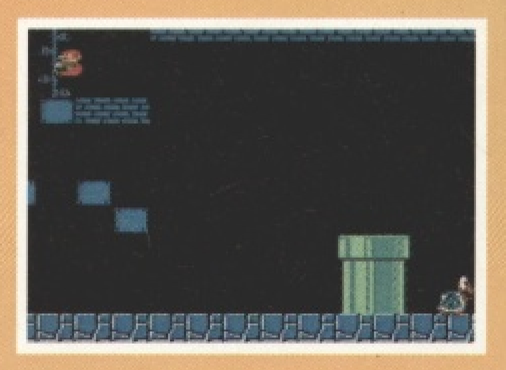
Level 3-4

This level is a bit on the tough side. There're lots of pits to jump and numerous fire bars spinning around, so take care. It helps if Mario possesses the fireball weapon, otherwise great skill is needed to avoid the nasties.



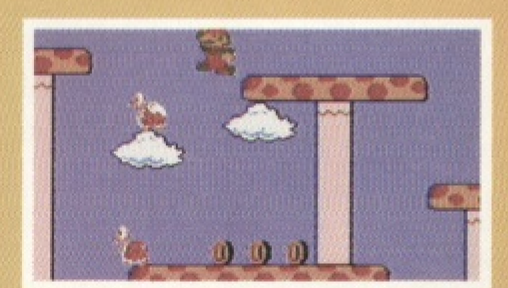
Level 4-1

This is the level where you confront the dreaded Lakitu. He floats in the air dropping nasties on to you. It's possible to stand on a platform at about the same height as Lakitu then leap on his head. Don't hang around though as another will appear soon. Later there's a platform of ? blocks to collect. Stand on the second block from the right and jump up and you'll find an extra life in an invisible block



Level 4-2

There's a warp zone situated on this level that'll help you out unless you want to work your way through level by level. When you reach the first set of elevators jump over them to the other side, stand to the edge and jump up to uncover a block, then move about two blocks worth of moves to the right and do the same thing. Move again one pace to the right and jump, you'll then be able to jump on the platform and hit the block above you to uncover a vine that'll take you to a secret Sky World with coins galore. After you've collected the coins, keep walking right until you arrive at the next warp zone.



Level 4-3

Great care is needed when tackling the Paratroopers, as they fly up as well as down. The rest is pretty straight forward as long as you keep your wits about you.



Level 5-1
Lots of Goombas and Troopas in this level, as long as you stay out of their way or keep jumping on them you be alright. After the cannon vault near the beginning of the level, there's a field and then a wall with a ledge to the right of it. If you've managed to get to this point without being hit, you'll be able to find an extra life on the right side of the wall, below the level of the ledge.

Level 5-2
Now things start to get a little on the tough side, there're an assorted bunch of nasties including Turtle Cannons, Bullet Bills and your old foe the Troopas. When you meet up with them kill off the Hammer brothers collect the coins on the ledge then jump to the next ledge. Collect the coins then drop off on the left side. When your on firm ground leap up to the right side of the ledge to uncover a secret block with a coin. Jump onto the block and jump up against the left side of the overhead ledge. This will then make a beanstalk sprout. When you've climbed the beanstalk you'll enter a second bonus Sky World with loads of dosh to collect. When you've done this, you'll find that you've cleared many of the nasty bits.

Level 6-1
Your old enemy Lakitu comes hovering around again so you'll have to keep an eye out for his falling nasties and eliminate him as soon as possible. Then keep fighting your way through before the next Lakitu arrives.



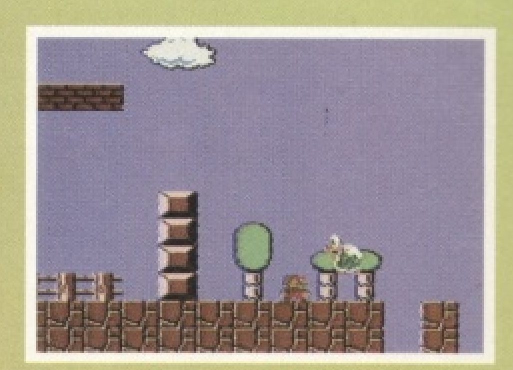
Level 6-2
When you start this level you'll probably think that it's deserted, but as soon as you pass the first pipe, a Troopa comes to greet you (or rather kill you!). Dispose of him then go down between the two pipes and jump up, this will reveal a hidden block with a coin. Leap onto the block and you'll find a multiple coin block. When you've collected all the coins enter the pipe on the left and drop into a coin room, exit and carry on through the level taking care of the usual bunch of nasties.



Level 7-1
The return of the Bullet Bills again, so you're going to need plenty of practice to dodge those deadly missiles. The first part of the level is pretty straight forward but watch out for another appearance from the Hammer Brothers, kill them as soon as you can.

Level 7-2
Another underwater world which is pretty much the same as Level 2-2 so you shouldn't have any problems here.

Level 7-3
This level looks identical to Level 2-3 but has far more nasties to compete against but no new faces, just a lot more of the old familiar nasties.



Level 8-1
The final world but not the final level, the game slightly alters so that if Mario dies he as to start back at the beginning of the level which makes life a bit more tricky. Also on these levels you'll see lots of old nasties all in one level. There're lots of pitfalls to be careful of so keep you eyes open.

Level 8-2
There're even more pitfalls in this level and mixed with old Lakitu flying around life gets very tricky. When you arrive at the springboard bounce on it once so that you knock the block above you. The block will uncover an extra life that slides along the top of the platform. You'll need to follow it from below, taking care not to fall down any holes or getting caught by the nasties. Try to keep the extra life on the screen until you can collect it.

Level 8-3
This level will need the good old combination of the [B] acceleration button and the [A] jump button to get through doing some pretty long jumps.

Again you'll encounter all the nasties you've seen in the previous levels, so use your past experiences to waste them and complete the level.

MARIO BROS





Level 5-3
More of those lethal Bullet Bills only this time they're much more lethal so take care to plan your leaps in good time. There're no invisible blocks on this level, so collect what you can and run to the exit.

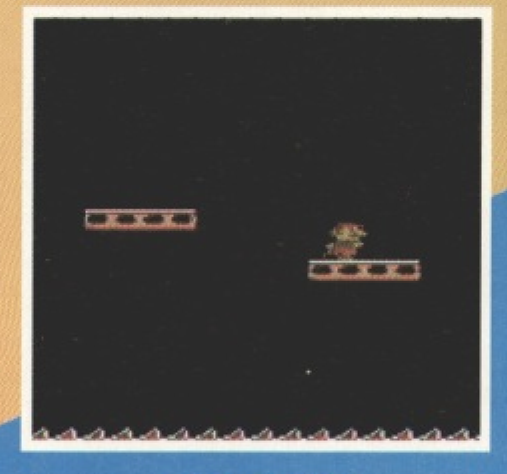


Level 5-4
The usual mixture of nasties to watch out for, including the extra long dreaded fire arms. Keep your eye open whilst travelling along this level, still no more hidden blocks to uncover so just do you best at wasting all the villains.

Level 6-3
More mushrooms to hop over and elevators to help you to collect more coins. There're also springboards to master and to help you get to otherwise inaccessible places. Keep collecting the coins and carefully use the spring boards and you'll be fine.



Level 6-4
Uh oh! more of those nasty fire arms and the return of bad old Bowser. You're going to have to be pretty skilful throughout this level, you'll need to do plenty of weaving about to dodge the fire arms, take it steady but not too steady. Remember you've got a time limit.



Level 7-4
This level is full of dead ends, so great care is needed. Also watch out for the elevators that fall when you stand on them, you'll need to move pretty swiftly.



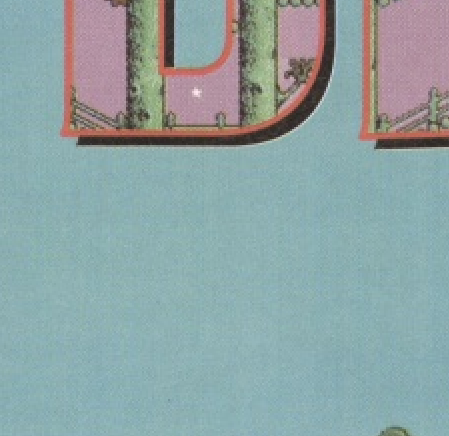
Level 8-4
The final nasty level and the final show down with Bowser to rescue Princess Toadstool, who has been waiting for ages. Everything you've learnt in the passed levels apply to the final show down, watch out for the Hammer Brothers. Keep attacking Bowser from above or underneath, always keep in mind all this is worth a snog with the fair Princess Toadstool, isn't it?

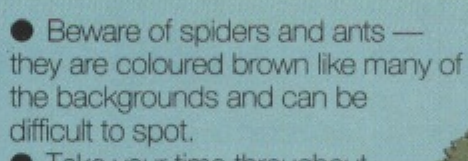
TIPS FORCE

THE FANTASTIC ADVENTURES OF DIZZY

That cheeky little egg with the red gloves and cracking girlfriend has been giving everyone a spot of bother with his Fantastic Adventures. Here is the player's guide to this eggstraordinary game complete with maps, tips and toast soldiers to dip in the yolk if Dizzy cracks up! Thanks to Scott McVicker of Fife, Dave Hayles of Newcastle and Jem Roberts for their help.

- To get an extra life on this brilliant game simply press [START] then hold [SELECT] and left. After the story on the scroll finishes you will start with one more life than usual.
- If you see a white line beware! It's a rope and will hang Dizzy if he walks over it but he can survive if he jumps over the point where it touches the floor.
- Collect stars whenever you see them, you might not be able to find them again later!
- Don't collect fruit unless you need it to repair damage. It's a waste otherwise!
- If you run into the butterflies they will reverse the controls making Dizzy all disorientated.
- Beware of spiders and ants — they are coloured brown like many of the backgrounds and can be difficult to spot.
- Take your time throughout — suicide isn't the only way!







08

13

11

02

01

04

TREE HOUSE GUIDE

Inside Dizzy's house collect his door key and exit through the door, once out head left, collect the plank of wood (1) and then Denzil's elevator key (2). Then go right until the end of the platform, fall down, go left, drop down here and go right and stop at the gap. Place the plank of wood here and a bridge will appear. Head right and collect the weed killer (3) then head left. Go on past the ground elevator and collect the key (4), go back to the elevator and place the key on it. Once at the top go right and stop at the plant, place the weed killer beside it and it will shrink back. Then go right, then down, and collect Denzil's door key (5) then go back left. Jump onto the platform above you and collect the rope (6) then go right, jump onto the platform above, then left onto the other platform, you should now be on the same platform as the meeting hall, jump right onto the next platform and go up, you are now at Denzil's elevator. Place the elevator key on top, then go left to his house and open it with his key. Once you have been inside his house go back right, back down the elevator, go left and collect Daisy's door key (7). Keep going down until you reach the platform with the plant , then go right, to the end of that platform. Jump up to the left and at the top left of the platform jump right and you'll be at Daisy's house, go inside and collect the animal cage and Dozy's door key. To use the animal cage you must find Pogie the Fluffle who is walking around the tree house. Once you catch him go up to Dylan's house. First, to get Dylan's door key go left from his house pass his elevator and along. Jump up onto the platform above and swing across to the next one using the rope and collect his door key (8). Now go to his house and give him the cage in return he will give you a pygmy cow. Now exit his house and go up his elevator, (the key is below his house, to the right. Leave behind Dozy's door key, 9). Head right and fall off the platform and collect the ton weight (10). Now go back up the elevator, turn right, place the ton weight under the hook and the platform will fall down. This takes you to Dozy's house. The key is where you picked up Dylan's elevator key. Once you leave his house go to Dylan's elevator and go left to Dora's house. Go off the edge and down until you land on the platform with her key on it, (11), now go back and enter the house. Pick up Dora (who has been changed into a frog) and go to the base of the tree house and give her to the Prince, who in return gives you his crossbow. Leave the crossbow and pigmy cow at the base of the tree house. Now head right until you reach the mine entrance, go down, turn right and collect Grand Dizzy's elevator key, go back out, turn right and collect the mushroom then go back to the tree village and into the meeting hall and collect Grand Dizzy's door key, leaving rope. Then go to his house using the elevator key and opening the door, but don't go in instead go right and collect the medicine bottle (12) then fall off the side and collect the star plant (13) and go back to his house. Put the mushroom, the bottle and the star plant into the cauldron and give the mixture to Grand Dizzy and he will give you a golden dragon's egg.

TIPS FORCE



It's terrible when you get so far into a game then just get stuck on one problem. If you're stuck try these tips on each character and special stage in the game for size. It will help you out of your jam, but don't go peeking at the bits you don't need yet!

screen as a guard will be following close behind. Watch out for the crocodiles and trolls throwing rocks from the bank. In places where Dizzy must fight against the tide repeatedly press the [A] button and press the correct direction. Avoid getting stuck!

Pirate

Give him the keg of rum but before you can get this you must first do the barrel run. This is easy with practice. When the monkey throws rocks at you push up until he goes, this is slow but it stops you being hit and saves damage.

Prince

Give Dizzy's sister Dora, who is a frog, to the Prince. He will kiss her and turn her into an egg again (out of the pond and into the frying pan). The Prince will then give you his cross bow. Leave this where it appears until later.

Troll's Castle

To open the portcullis get the portcullis wheel from the top of the ship. Use the Prince's crossbow to shoot the trolls. Ducking and shooting at the correct time is easy with practice. You will get a rope bridge in here which you use in the graveyard to get the big key. This works the elevator in Zak's castle.

BRIDGE STREET

02 03

DOCK STREET

01

CASTLE STREET

01 02 03 04

Troll Guard

Give him the heavy bag of gold and he allows you to use the subway system.

The Dragon

You will need the dragon's egg to get past the dragon. You get this from Grand Dizzy when you make his medicine. To get to the dragon you will need to get the dynamite from the ship and use it next to the one that is already there and then take the shamrock.

Charging rhino

To stop him charging you give him the chicken, have it in the third window and as soon as you see the dinosaur press [B].

Shop keeper

Give this guy the little cow or the single gold coin. He will give you a magic bean.

Mine Cart

Keep Dizzy towards the bottom of the screen to have advanced warning of the guards. Then make your decision of which track to take. Practice makes perfect in this game, unfortunately you lose a life if you make a mistake. Beware of earth tremors from the left and right, the get stronger towards the end. Always follow the direction of the stars, they lead to the correct track. The first exit leads into the mine.

Dizzy down the rapids

Again, stay to the bottom of the

Shamus

Use the shamrock to get past this Irish fellow then use the magic bean where Shamus was standing and a beanstalk grows. This leads to the clouds which in turn leads to Zak's castle.

Zak's Castle

To get in use Zak's winch, which is found on the ship. (Use the crowbar to get it) use the key to use the elevator. Bring in the bucket of water which must be full (walk under water to do this) to put out the fire in Zak's castle. You must have your rope. You will get to a door with an electric beam, if this beam is on you need more stars as you need all 250 to get in here. Daisy awaits you.

Extra life game

Watch the pieces being mixed up then line up the outside edges of the puzzle first sorting out the middle last. Getting the stork picture together helps the rest of the pieces slot into place.

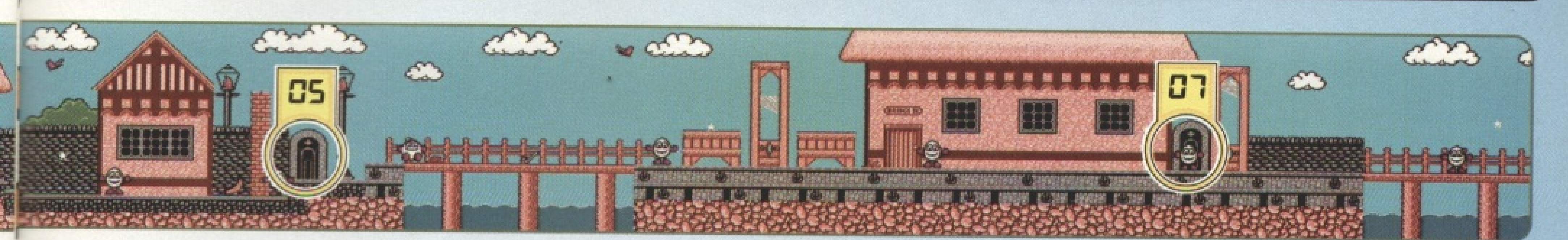
Bubble Dizzy

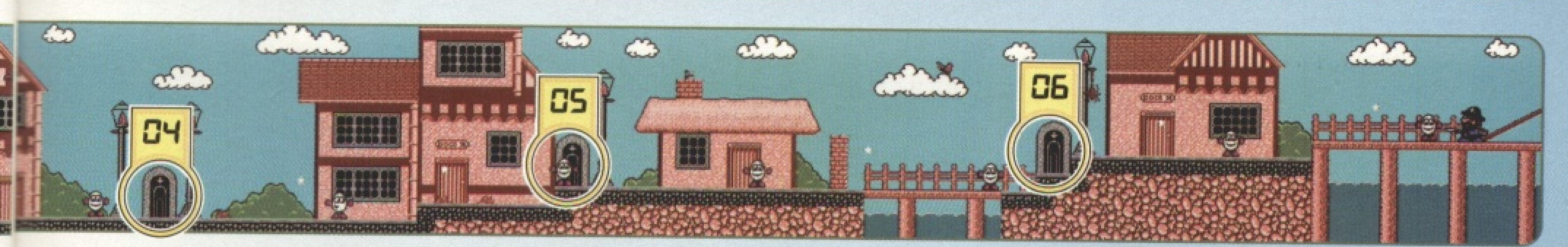
Move left and right from bubble to bubble. The small bubbles burst quickly but the bigger they get the longer they last. Head for the top right corner and don't forget to collect all the stars along the way, you don't want to repeat this section very often!

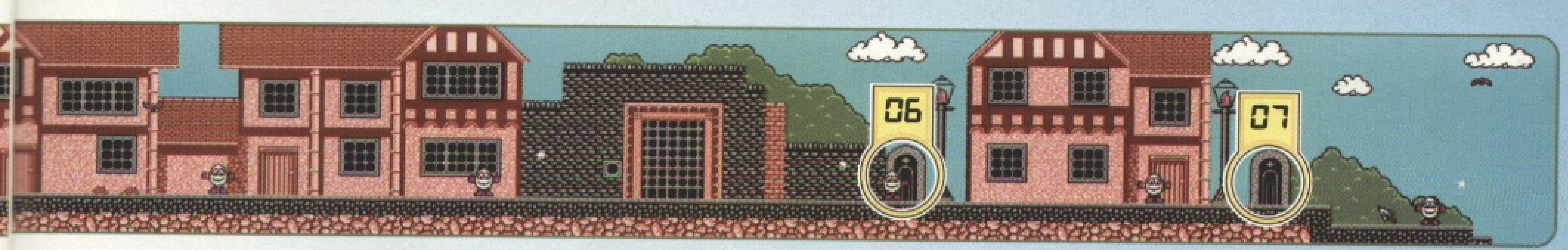
PICK ME UPS

This will come in handy! It's a guide to every object, where to find it and where it should be used. Follow this and you shouldn't go far wrong.

- Rope: in tree house: used in various places
- Chicken: base of tree house: give it to the pink rhino
- Bag of coins: next to rhino: give it to the palace guard
- Barrel of pirate's rum: on ledge, after rapids: give it to Blackheart
- Portcullis wheel: top of pirate ship: opens the troll castle
- Crossbow: from Prince: used to shoot trolls at castle
- DIY rope kit: makes a bridge in the cemetery
- Aqualung: found on island after bubbles: to survive under water
- Pick axe: on beach: used to make a hole under water to get to the bubbles
- Metal wrench: on ground past volcano: operates the mine lifts
- Dynamite: bottom right of pirate ship: blows up a wall in the mine
- Bridge builder axe: outside mine shaft: makes a hole in the countryside bridge
- Brass symbols: wake up Dozy
- Golden dragon's egg: from Grand Dizzy: take it to the dragon
- Golden shamrock: give it to Shamus
- Spade: on ledge under graveyard: makes a hole in the cemetery
- Gymnastics springboard: bounces you back out of the hole
- Pygmy cow: from Dylan: give it to the shop keeper
- Magic bean : from shop keeper: plant it in the ground where Shamus was
- Bag of salt: used to raise the plank of wood to complete the bridge past Shamus
- Match stick: used with straw
- Straw: in tree house: used with match stick to defrost Denzil
- Pair of flippers: used to swim in the water
- Zak's portcullis wrench: opens Zak's castle
- The bucket: puts out the fire in Zak's castle
- The Persian rug: covers the spikes in Zak's castle
- Crowbar: on bridge in Bridge Street
- Umbrella: start of town: shields from drips
- Star plant: in tree house: Grand Dizzy's medicine
- Mushroom: past volcano: Grand Dizzy's medicine
- Empty bottle: right of Grand Dizzy's house: Grand Dizzy's medicine
- Old medicine recipe: Grand Dizzy's house: not needed



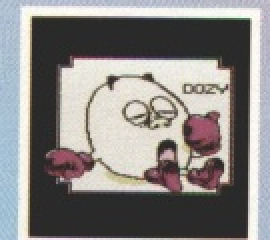




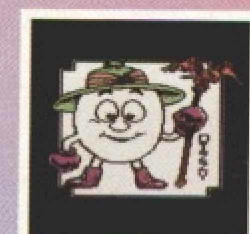


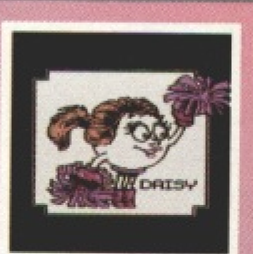












YOUR EGGY FRIENDS

Denzil

Use the straw and the match (which is found behind Shamus) near Denzil and you will start a fire this will melt his ice and he will give you flippers. You can use these with the aqualung to swim in the main stretch of water. To get the aqua lung you must do the bubble game. Bring up one object at a time from the water. Never let go of either of these or you will be stuck in the water.

To get the grave diggers spade you must first complete the mine shaft cart run. Make sure you have a spare window when doing this and the barrel run.

Dylan

Get the cage from Daisy's hut, then find Pogie the fluffle who just walks around the huts. When he stops, put the cage on him then take him to Dylan. Dylan give you the pigmy cow. The shop keeper wants this cow.

Grand Dizzy

His medicine contains the mushrooms, star flower and the medicine bottle. Put these in the cauldron in Grand Dizzy's hut to get the medicine. He gives you the dragon's egg which you take to the dragon.

Dozy

To get past this sleepy head you must wake him with the brass symbols. He will give you a rug — use this in Zak's castle.

Dora

Take her to the Prince and they fall in love. Ah!

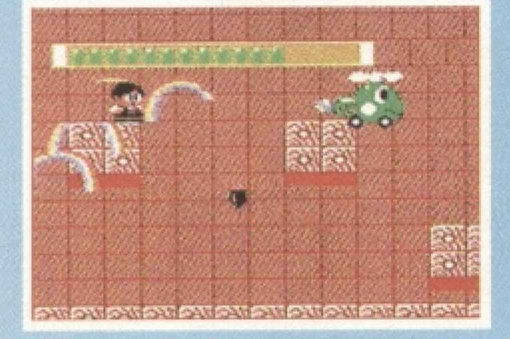




Story 3 Area 4 4249741
Story 3 Area 5 6916879

Bomberman

Try out these level codes:
Level 3
FEPCOBFEFHOLOLKEFEFH
Level 7
FEBABAMNMADJDJOMNMNH
Level 17
FEKGDANDJLLOLOIJDDJL
Level 27
DJLOEHCMNNCPCPDJDDJC



Rainbow Islands

For yet another stage select press LEFT, [B], RIGHT, UP, DOWN, LEFT, RIGHT, and [B] on the title screen while the words 'Press Start' flash on screen.

Dick Tracy

Here are the codes to solve the third to the fifth cases:
164 003 201
036 224 136
007 215 047

Gauntlet

More level codes:

Valkyrie	43C BB1 HYZ
Wizard	43C BB1 HZY
Elf	43C BB1 HYY
Warrior	43C BB1 HZZ

GI Joe

These level codes should keep you plodding on:
3ZOX920X1
N3GGN3BGB
5399N5XGZ
5ZD3NN5X5
ZN59N5XF



Solar Jetman

Here's a handy code to help you on your way: ZHHZQQQNNNN

Ghosts and Goblins

To get a stage select press the following on the title screen: RIGHT, [A], [B], [B], [B], UP, [B], [B], [B], DOWN, [B], [B], [B], LEFT, [B], [B], [B], then press [START].

Solstice

Press [SELECT] during the game then press the following: [B], [START], [START], [B], [B], [START], [START], [START], [B], [START], [B], [B], [B], [B], [START], [B] and [START]. Then the screen should flash and whenever you want your lives or magic filled up press [SELECT].

Thanks to Crispian Pape from Newbury for sending in a hand written, home made tips book with the following selection of trusty old tips.

Bad Dudes

To obtain 64 lives hit [B], [A], [DOWN], [UP], [DOWN], [UP] on the second joypad and press [START] on the first joypad.

Boulderdash

Try out a few of these helpful passwords:

Ice:	635870	Sand:	840137
Ocean:	840967	Relic:	225378
Volcano:	752053		

Batman

Here's a way to get unlimited continues. Press [UP], [UP], [DOWN], [DOWN], [LEFT], [LEFT], [RIGHT], [RIGHT] and then [B] and [A] at the same time.

Gauntlet

Try this code to reach a very later level: 42C BB1 H22 . The combination for level 100 is XRTW98Y7.

Mega Man 3

Try this code: A1 A3 B2 B5 D3 F4. It helps you on the perilous journey.

Low G Man

To start with eight men type LOBB in as the password.

Dick Tracy

Try out some of thses codes to get to different cases:
207-779-060
764-003-207
036-224-736
007-275-047

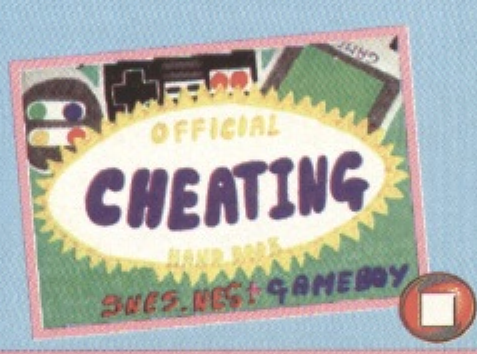
Bart Vs The Space Mutants

For a sound test, fire a rocket at the 'E' in Quick-E-Mart.

Burai Fighter

To start the game with eight men try LOBB or try this selection of level codes:

BALL	JOKE	DOLL	PAIL
GOAL	GAME		



Replay Round-up

If at first you don't succeed... cheat! With the help of your Action Replay you can become invincible to that stubborn end-of-game boss or give yourself the best weapon indefinitely. Here's a complete list of every NES code we could lay our hands on.

BIONIC COMMANDO
00004A02 ....Infinite lives.

CHIP "N" DALE RES-GANG
00021018 ....Invulnerable to enemy attack.
0005B682 ....Infinite lives.

DONKEY KONG CLASSICS
00005502 ...Unlimited Mario in Donkey Kong.
00004C02 ...Unlimited Junior in Donkey Kon Junior.

DOUBLE DRAGON II
00043203 ....Infinite lives for player 1.

FLINTSTONES RESCUE OF D & H
00030803..............Unlimited energy for Fred.
00030502.................Unlimited lives for Fred.
00030BFF ....Unlimited coins for Fred.

HOOK
00037F02.................................Infinite lives.
00037D4F...........................Unlimited energy.

MEGAMAN 3
0000AE03..............................Unlimited lives.

OPERATION WOLF
00005009 ....Unlimited bullets.
00005304.........................Unlimited grenades.

PROBOTECTOR
00003203...................Infinite lives player 1.
0000AA1XX is the weapon you wish to keep 1 is machine gun, 2 is fire, 3 is spray etc. for player 1. The above code will also give you the rapid fire all the time.
00003303...................Infinite lives player 2.
0000AB1XX is the weapon you wish to keep 1 is machine gun, 2 is fire, 3 is spray etc. for player 2. The above code will also give you the rapid fire all the time.

STAR WARS
0006DF03 ....Unlimited lives.

SUPER MARIO BROTHERS
0007EEXXGives player XX number of coins all the time.
0007FA04 ....Freezes the timer givin unlimited time to complete a level.
000756FF........Player is invulnerable and always fire, bumping enemy makes you small then tall etc.

TEENAGE MUTANT HERO TURTLES
000077C8.......Unlimited energy for Leonardo.
0000A809The first weapon Leonardo picks up he gets unlimited of these.
00007880 ....Unlimited energy for Raphael.
00007980 ....Unlimited energy for Mike.
00007A80 ....Unlimited energy for Donatelo.
0000A909 .The first weapon Raphael picks up is unlimited.
0000AA09 ..The first weapon Mike picks up is unlimited.
0000AB09The first weapon Donatello picks up is unlimited.

TERMINATOR 2
00071C38..........................Unlimited energy.
00071D04..............................Unlimited lives.

TIMELORD
00061503.................................Infinite lives.

WRESTLEMANIA CHALLENGE
0003D0FF ....Unlimited energy.



COMPETITION RESULTS

Stop That Right Now! You May Have Won Something Splendid!

If you entered the Konix King Thing Compo, check these results 'cos you've got some stick coming your way. If your name is...

Timothy Neil Williamson of Dunkirk, Steven Bush of the Mardy, Nick Phillips of Leeds, Alyn Morris of the Isle of Man, Emma Lewis of Constantinople (honest!), Sharon Jones of Aberystwyth, Jenny Evans of Glastonbury, Darren Ball of Droitwich, Matthew Phillips of Berkeley, Kaspar Mowat of Somewhere-we-can't-pronounce, Steve Jones of Swansea, Emlyn Williams of Saarfend (Southend), Claire Dixon of Usk, Joani Lo of Malaysia, Emily Wood of Camden, Jessica Standish of Blackburn, Gareth Vernon of Newtown, Daniel Double of Dagenham, Colin Sharp of Glasgow, M. Chatterley of Jersey ('cos he knows we *all* got rights!), Stuart Poynter of B'ham (your mom? Shyeah, rright!), Paul Lockett of Newcastle, Dane Blair of B'ham, David Booker of Anglesey, P. Price of Top Valley, Matthew Potts of Coventry, Nicholas Williams of Clwyd, Wayne Landon of Clapham, Nicholas Hopkins of Denbigh, Jenny Mason of Northwood Hills, Dean McCulla of Tipton, Steve Adams of Royston, Andrew Squirrel of Bury St Edmunds, M. Edwards of Chippenham, Thomas Fullarton of Lowestoft, Jonathan Wade of Cumbria, Dale Foskett of Hannorth, R.J. Hodgett of Tipton, Melvin Corfield of B'ham, Karen Williams of Widdrington, Barry Nicol of Stirung, Peter Mitchell of Datchet, Rian Shaw of Blackpool, Brett Shelton of Newark, Chris something or other (where did you learn to write?) of Chelford, Paul Miller of Darlington, Andrew Woods of Pembury, Jonathan Cook of Tan-In-Arden, Michael Wormiald of Skelmersdale, Steve Asling of Hythe, Kevin Willis of London, Lucy Joyce Blay, D. Stanton of Liverpool, James Bellamy of Lowedges, Scott Bairstow of Bradford, Peter Matthews of Newcastle (on account of Newcastle Brown Ale), Gavin Mowling of Upper Breeding, Richard Mairs of County Durham, Craig Tallis of Halifax, Steven Davies of Southport, Andrew Sweeney of Edinburgh, C. Williams of Bury, Shane Lyons of Belleek, Mark Castle of Congleton, Joseph Flood of The Ward, Oliver Ball of Crosley, Matthew Weaver of Ulverston, Adi Plahar of London, Duncan Marriott of Weston, Darren Brown of Edinburgh, Rebecca Elder of Colgate, Paul Fordyce of Aberdeen, Martin McGowan of Halifax, Nick Dawson of Derbyshire, Gary Statham of Retford, Tim Cross of Plymouth, S. Bennet of Worcester, Simon Gatrick of Ermine, Mark Rossi of Coatbridge, Oliver Thring of Switzerland, Beckie Hornby of Formby, Konrad Breeze of Somerset, David Newman of Cardiff, Craig Minns of Norfolk, Espen Archer of Norway, Jamie Whittingham of Wolverhampton, Rebecca Hillier of Southampton ('cos we like 'mature' readers), Dale Ingle of Hanworth, Rupert Hart of Windleshon, T. Gledhill of Huddesfield, Pat Glavin of Romford, Steven Wallis of Paignton, Jordan Green of Carnoustie, Gerard Campbell of Belfast, Andrew Mundy of Worthing, Rupert Streatfield of Berkshire, Matthew Tomlin of Maidstone, Graeme MacDonald of Skye and Alan Aitken of Perth. And Jonathan Tree would've won a stick, if he'd paid his postage. Tough luck, you stingy git!

Go and make a cup of tea before you burn out your retinas completely, on the Soft and Strong Compo results for GameBoy holders. Sitting comfortably? Then we'll begin...

Ian Hodgekiss of Salford, Paul McCleod of Nottingham, Chris Rawlins of nowhere in particular, Daniel Lambert of Swansea, Daniel Stevens of Clyro Court, Rhoni (?!!) Russell-Jones of Church Stretton, James Thomas of Cumbria, Lord Reece Davies Esquire of Liverpool, Helen Evans of Livingston, Sam Davies of Bewdley, Chris Dinsdale of Bradford, Rachel Leonard of Letchworth, Emma May of Stevenage, Aysha Something-Italian of Truro, Karen Barker of Hereford, Robert Smith of The Cure (well, Kensington, really), Glyn Phillips of Chester, Christine Beels of Worthington, Claire Leftwich of Benfleet, Atlanta Williams-Long of Cheltenham, Wendy Estelle Barlow of Llanfoist, Gill Stark of Ealy, Mia Harvey of Droitwich, Ewan Thomas of London, Aleister Something Unreadable of Manchester, Sarah Alcock of Somerset, D. Stanton of Crosby, Daniel Ball of Rickmanswood, Rebecca Elde of Colgate, Garry Statham of Retford, Simon Gratrick of Ermine, Tim Cross of Plymouth, Beckie Hornby of Formby, Keith Burton of W. Bromwich, Rupert Streatfield of Checkendon, Espen Archer of Norway, Damien Piggott of Hoddesdon, Dale Ingle of Hanworth, T. Gledhill of Huddersfield (even though he can't spell 'Huddersfield'), Chris Grundy of Chelford, James Bellamy of Lowedges, Lee Bochicchio of Chorley, Jamie Whittingham of Wolverhampton, Gerald Campbell of Belfast, Paul Bain of Edinburgh, Mark Castle of Congleton ('cos he knows the meaning of *double entendre*), Peter Matthews of Newcastle (you can send us a bottle if you like!), Brian Kerr of Hamilton, Luke Frampton of Powys, F. Stacey of Salisbury, Colin Sharp of Glasgow, Craig Tallis of Halifax, Duncan Marriott of Weston, C. Williams of Bury, Chris Marsden of Birkenhead ('cos he's from Merseyside, same as Half Man Half Biscuit), Andrew Taylor of Kent (Konix don't make computers, Andy), David Basher of Anglesey, M. Cornish of Wotton, Jonathan Wade of Rendal, Stevie-boy Harrison of Stockport (we sympathise, Steve), Ryan Shaw of Blackpool, Gareth Vernon of Powys, Daniel Double of Dagenham (write the answers *yourself* next time!), Simon Turk of Tonbridge and Steve Adams of Royston.

Whoops! We've run out of space, but never fear — those of you who've won soft strong things whom we couldn't mention here you'll know you've won 'cos they'll fall through your door any day now.

Win! Win! Win!

PRIZES GALORE!

You lucky, lucky people! Those wonderful guys and gals at Datel Electronics, the creator of the Action Replay, have been extra generous this month. To go along with this bumper Replay Round-up we've got five Action Replays and five of their wonderful T-shirts to give away along with lots of joypads and N-FORCE goodies for runners-up.

To stand a chance of winning some of this loot we'd like you to get out your pens and paper and draw us a picture of your favourite game using an Action Replay code. For example, you could draw Mario in super jump mode bashing all those nasty Koopas or perhaps take a scene from the excellent *Micro Machines* showing an extra-speedy car winning the race. Send your master pieces in to this address:

Action Replay Art,
N-FORCE, Impact Magazines,
Ludlow, Shropshire SY8 1JW.

We'll have a special art gallery to show off the best of the bunch in a future issue.
Get arty!


From June
magazine fo
POWER
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10 there's a
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MAIL FORCE

This is the place to be if you've got a Nintendo gripe or query. Are you stuck on a certain level of a game? Can't you find that elusive cartridge or code? Write to Mail Force and we'll do our best to help you out. Just think of us as a kind of Jimmy Saville but without the jewellry and running shoes! Send all your letters and drawings to: Mail Force, N-FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

More reviews

I want to congratulate you on your brill mag. But, but, but there is just one, un, uno tiny fault. I know the SNES is really popular but why oh why do you forget the NES? It is the first Entertainment System from Nintendo. I have three mags and in issue number eight there are seven things for the NES, in issue nine about four things and in issue ten five things. So I beg you, put some more NES reviews in it or else!
■ *Johan V. D. Luijt, Holland*

■ Fret no more Johan because you're reading a NES-only magazine with nothing but 100% NES reviews. The trouble in the past has been finding space to fit in all the SNES, NES and Game Boy coverage we could find. There were always more SNES games around than NES ones, but now with this new improved N-FORCE we'll be searching harder for new NES titles and giving them more space than we could have before. I hope you stay with us for the ride!

■ *NICK*

Blowing bubbles

Please, please, please help. I bought my son *Bubble Bobble*, and we have reached Level 99 in the game where you have to take on Grumple Grommit. We just cannot beat it! We even went back to level 99, picked up the crystal ball and still cannot get passed Grumple Grommit! Can anyone out there help us in this tricky situation?
■ *Mrs Tracey Russell, Walderslade, Kent*

■ This is awful! It's so frustrating when you reach a difficult level in a game and just can't beat it. Especially when it's level 99! No-one in the office has got anywhere near that so they haven't come across this hideous beast of a guardian yet. The only piece of advice we can give is to try using a Game Genie 'game enhancement' device. The code OAUGUZLE will give infinite lives — a few more than the Grumple Grommit. If anyone out there knows the trick of defeating this beast, write in and we'll pass it on.

■ *NICK*

Code cracking

I own a NES, and I got *Double Dragon 3* for Christmas. I also got a Game Genie and since *Double Dragon 3* is a new game it's not in the code book so I'm wondering if you have any codes — and when is *Super Mario Bros 4* coming out?
■ *Wesley Martagh, Co Meath, Ireland*

■ Of course we have! The codes you need for that game are SZUUPAAX — protection for Billy, Jimmy and Chin; GVEPXGGI — more energy for Billy and Jimmy; GVEOXKZG — more energy for Ranzou; ZXEPXGGS — less energy for Billy and Jimmy; IXEOXKZG —

OFF THE WALL!

Now it's time to take a look at your drawings in the N-FORCE gallery (cue music!)...



Here's an excellent piece from Lee Reynolds. All the famous Mario charactes are here except for Mario's brother Luigi. Why do people always leave the poor chap out?


Jacob Osman has drawn that yellow-legged lad Bart Simpson.


Mario takes to the skies once again with some help from Andrew Barron from London.

LETTER OF THE MONTH

Hi all you guys and gals at N-FORCE! I just thought I would write you a letter congratulating you on sticking up for us NES owners. It's about time our views were counted. I for one am sick and fed up of having to wade through pages and pages of Super Nintendo trash reviews to find one measly page of NES coverage in many of the multi-format Nintendo magazines. Their argument is that there aren't that many official releases any more so it's not worth covering them. But so what? All us NES owners still have a big collection of games that we haven't completed. What about some tips for these or round-ups of the best games available. Thank goodness you lot at N-FORCE haven't got your heads stuck in the sand like some other magazines I could mention. Thanks a lot — I'll be buying your magazine until the sky falls in!
■ *Jo Powell, Ladyfield Farm, Caynham*

■ Well, thanks a million Jo. We're all glad you feel this way because that's just what we intend to do in this very magazine! You can look forward to complete tips guides to all your favourite games but until then, have a £50 software voucher and a T-shirt on us! Keep reading!

less energy for Ranzou; ZUEONGGT — less energy for Chin; AAELIGPA + GZXUPUVS — infinite special weapons for all; OZVLGASX — power punch, weapon, kick; AXOONGGO — start with 40 special weapons for Ranzou; GOOPKGIA — start with 20 special weapons for Billy, Jimmy and Chin; and finally AXOPKGIE — start with 40 special weapons for Billy, Jimmy and Chin. It's odd that some of the Game Genie codes actually give less energy than more. I suppose some people are just so good at the game they need a higher difficulty! ■ ***NICK***

Block busting

I love your magazine but could you please tell me what to do on *Super Mario Bros 3* on the NES when a green block or a green music block appears, when you kick the turtle to the left and run to the right. Please tell me what happens or what to do when this happens as I am having a nervous breakdown about it and I know a lot of people would find it a great help.
■ *Robert Lockhart, Helensburgh*



Tracy Pickersgill has drawn a collection of characters from the Nintendo.

Here's a great picture of Asterix and Dogmatix from Jacob Osman.

MARKET PLACE

This is the place to sell those unwanted items. Old deckchairs, scratched records — anything! If you've got an ad write it down and send it to the usual address marking your letter MARKET PLACE. Or phone Carol on 0584 875851 and have a chat with her.

PEN PALS

- G'day my name is Daniel and I'm from Australia, I love SNES, NEO GEO and girls. So write to me at 14 Picnic Glen, Springwood, NSW, Australia, 2777.
- Three brothers would like three female pen friends roughly the same age (12-14). Write to Nick, Ken, Tosh at Gordons school, West End, Woking, Surrey, GU24 9PT
- Eleven year old boy looking for female aged 11-11 1/2 with any computer, photo if possible. Please write to Daniel Howard, 130 Queen St, South Bank, Cleveland, TS6 6HT.
- Two 11 year old lads seeking male/female pen pals, photos if possible. Write to: Andy, 24 Sutton Gdns, Barnstaple Rd, Bransholme, N Humb, Hull, HU7 4YL. OR Scott, 50 Blandford Close, Dorchester Rd, Bransholme, Hull, HU7 6AB.
- GB Link the games swapping club, members get unlimited swaps and 9 magazines every four months. Send £2.50 to Alec McCormack, 27 Park Road, Belfast, BT7 2FX.
- Pen pal wanted, must be a boy aged 10. Contact me at 114, Buckhold Rd, Wandsworth, London, . Or Ring (081) 877 1786.

FOR SALE

- For sale Game Boy games going cheap, from £10. Call Anthony on (0244) 674610.
- For sale, Game Boy and 212 games, including Super Mario 2, and Star Wars, plus a batter pack (rechargeable) only £180 ono. Ring Richard on (0600) 860114.
- Super Nintendo with two joy pads, Super Mario World and Super Tennis, 3 months old, £115. Tel (0638) 730798.
- Super NES games. Contra £29, Batman £34, Pilot Wings £27, Ranma Part 2, £37. Axelay £29, Desert Strike £28. Phone Max on (071) 7356944.
- USA scart 60 had, Super Nintendo, 2 joy pads & Mario World. Brand new, cost £160 will except £120, including next day carrier delivery. Ring Phil on (0709) 364494 (day), or (0246) 570614 after 5.30pm.
- NES for sale with two pads and zapper, eight games including Mario 3, Turtles 2, Tom & Jerry for £119. Contact Philip on Lambton, Washington 4177006.
- Nintendo Action Set, excellent condition, 2 control pads, light zapper gun, NES advantage joystick and 9 games incl Super Mario Bros, Imp Mission and others, except £200 ono. Ring Mike on (0222) 795465
- Eleven Game Boy games, incl Battle Toads, R-Type, pieces from £10. Call (081) 455 7475 and ask for Tanya.
- SNES, joypad, Mario 4, Zelda 3, Mario Kart, Pro Action Replay, SN propad, universal adaptor, all boxed with instructions, only £260. Phone James on (0923) 779676.
- NES plus 2 pads and zapper gun, 20 games incl Super Mario 1,2,3, battle of Olympus, Turtles 2 the arcade version worth £500, will sell for £300 ono. Phone Mark on (091) 4770529 after 4.30pm.
- For sale Zelda and Spider Man and the X Men for the SNES, in good condition with instructions, £55 the pair. Call Mark on (081) 464 0228.
- NES plus two pads, plus Gauntlet for £40. Ring (0504) 338355 ask for Shaun. Real offers

■ The blocks with a musical note in them are mainly used as springboards for reaching higher places in the game. Some of them hide power-ups inside that will only be released by bouncing on them from above. It's difficult to tell exactly where in the game you are stuck so if this doesn't help drop me another line telling exactly where you are and we'll try to sort things out for you.

■ *NICK*

Pizza power

Please can you tell me what to do to get past the streets of New York bit (the Turtle van) on *Teenage Mutant Hero Turtles* because I don't know where to go to rescue Splinter. Please could you also print a map of the Turtle can area as it has been annoying me for months, four in fact.

I also need a code for the last match on *World Cup* as I so look forward to completing the tournament mode.

■ *Ian Wood, St Ives*

■ The surface stages in this game are really tough unless you know a few tricks to get through. You can avoid the roller cars by jumping onto the pavement when they come by or jump down a sewer and come back up again. The Turtles party wagon is equipped with a Vulcan Cannon that destroys force fields and let you through. If you can't get anywhere just go around blasting everything until something gives. When you discover a new section just explore it to find power-ups and new levels.

The code for the final in World Cup Soccer is 128xx where xx is the code for the team you want to play. England is 07 but you can experiment to find the rest.

■ *NICK*

Robby the Robot

I have a R.O.B. for my Nintendo Entertainment System. Has Nintendo ever made any games for it other than *Gyromite*. Please tell me.

■ *Alex Hanson, Halesowen*

■ R.O.B. eh? That's going back a bit. That fun-loving robot that came with the early UK NES machines but was about as useful and a poke in the eye! No-one here knows of any more games for the little chap, and it's a good job too. There are loads of great normal NES games to play — why waste time with the dodgy robot? If anyone out there knows of any more games then let us know. I'm sure we'd love to play them!

■ *NICK*

Praise be!

More, more and more! I would like to say that I'm your greatest fan. I may not enter every compo but I absolutely love your magazine. I have got every issue from number one to number nine. But please could you put more pages of tips and a lot more pages of competitions. I would just like to say hello to Chris because he's the best out of the N-FORCE team!

■ *Darren Johnson, Oxford*

■ Thanks a million for your praise, Darren, and Chris is glad you think he's best (between you and me he's a bit of a big head but I can still beat him on all the Mario games!). With this new style N-FORCE I'll be putting more pages aside for tips and competitions so this is the place to be!

■ *NICK*

Use the Force!

Your mag is the best ever. It's got coolness oozing out of it. One day my friend came around to my house and we went to the newsagents. I saw a mag called SEGA FORCE. How could you let something as stupid as Sega copy your name? Mario Vs Sonic is the ultimate battle. No guesses who wins!

■ *Andrew Morgan, Huntington*

■ Okay, our hands are up. You've got us there. It's true that there are nasty Sega magazines that share the Force with us. In fact there are six of us in total! There's N-FORCE (the original and the best!), SNES FORCE, SEGA FORCE MEGA, MASTER FORCE, AMIGA FORCE and COMMODORE FORCE. It's only a matter of time before we start a magazine called Horse Force!

■ *NICK*

Stuck fast

Your mag is the best Nintendo mag on this planet! Could you please help me on *Low G Man* for the NES. I'm stuck on level 5-1: Warpwing. I can kill all of them, except the very last one. How do you kill him? Keep up the good work!

■ *Kevin Hall, Bridghouse*

■ We're not too sure about killing that last stubborn beasty — in fact some of the cheats we've got actually make the game harder! Try the code TERU for a tough blast or even MARU. If you want to forget killing that last boss and just see the end sequence of the game enter YES and a heart symbol as your password.

■ *NICK*

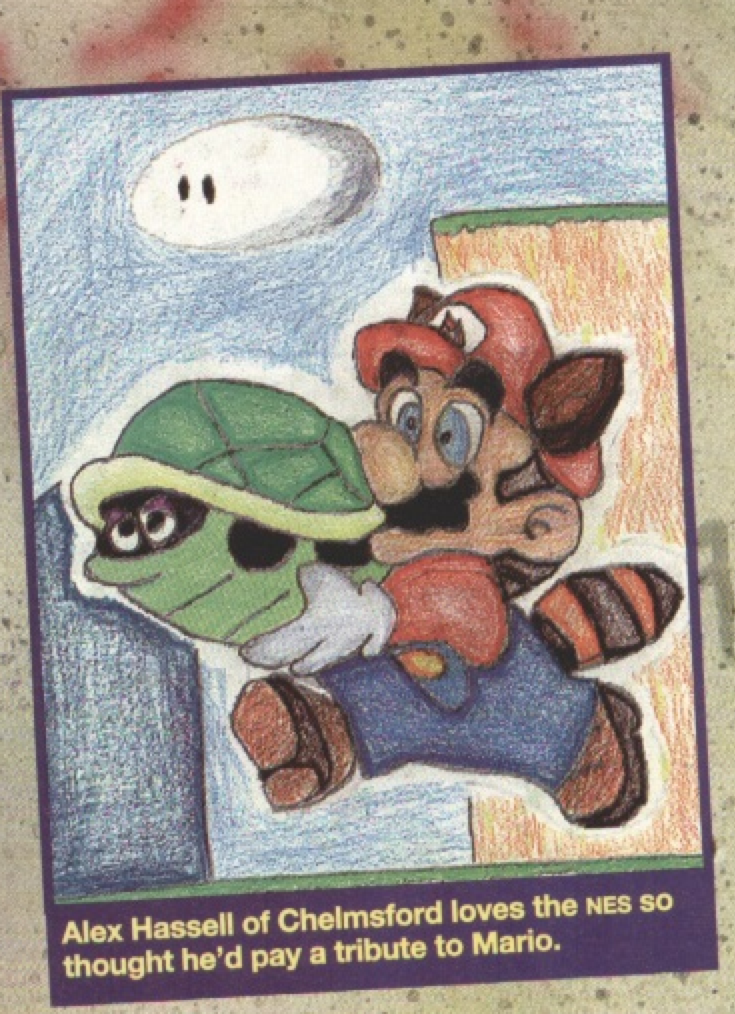
Barking mad!

Dear wonderful, kind people at N-FORCE. I'm a NES and my name is Nessie (get it!). I am writing to tell you about my owner Aueen. Lately I've not been working properly and she's very sad. If she stays in her present state of mind she might be driven to buying a Mega Drive! And we wouldn't want that to happen, would we?

I got my friend Mario to write this. Aueen always buys N-FORCE. I have some questions to ask the pros (you)…

1. In *Super Mario Bros*, after you get ten lives it comes up as 0 for 10, 1 for 11. How come?

2. Is *Mario & Yoshi* for the NES any good?

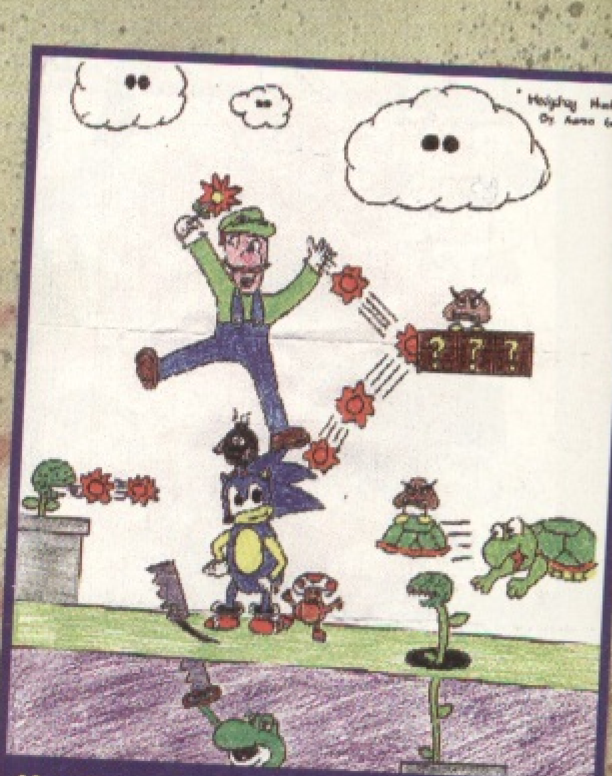


Alex Hassell of Chelmsford loves the NES so thought he'd pay a tribute to Mario.



Jordan Peach has invented a Sonic II control unit. Those tyres are going to take some cleaning!

Neil Donaghy knows which is the best magazine in the galaxy. I wonder who?



Here's a colourful piece called 'Hedgehog Hunters' from Aaron Grace — but where's Mario?

3. How can Aueen get past Grimace's Highlands on *McDonaldland*?

Please, please stop Aueen selling me as I'm back to normal now though she doesn't know that. Thanks a lot.

■ NESSIE THE NES and Mario, c/o Aueen Linden, Warrenpoint

■ Don't sell your NES! It's one of the best consoles you could ever own and most of the games are better than the crummy Sega Mega Drive efforts anyway! If I answer you questions will you keep Nessie? Yup? Good!

The reason the life counter flips back to zero is a fault in Nintendo's programming. What would be awful is if the console thought you only had one life left instead of 11! *Mario & Yoshi* is a cool title for all puzzle game fiends with characters from other Mario adventures. And as for *McDonaldland*, we're planning a tips special on the game in an upcoming issue so keep your eyes peeled.

■ *NICK*

For the masses

I've bought every issue so far and I'm a bit puzzled at all the changes all the time. It seems that an issue doesn't go by without the team either changing all their names from Gunns to Carl and the like, to the mag totally changing its style from one minute to the next. Why all this upheaval all the time? It's a great mag all round so why do you have all these things happening that don't really need this change.

■ *Martin L Gore, Basildon*

■ Thanks for your concern Mart, but don't worry youself. This magazine is not going to change drastically from this point onwards. It's taken some time to get here, and a few design and editorial changes but N-FORCE is now here to stay.

■ *NICK*

That's all the space we've got for this issue, so get scribbling away with any problems or questions you might have for next month. Don't forget, the likelihood of something nasty happening to you or your Nintendo is very slim, don't have nightmares, sleep tight!



The name's Pond, James Pond 007 — licence to gill! Thanks to Richard Beckett for this.

Beetlejuice, Beetlejuice, Beetlejuice! This is a great picture but it didn't have a name!

We want more! Send all your NES related pictures to us at the usual address now!

only! please, also second hand Super NES wanted quick!!

● NES games, Gun Smoke, Double Dribble, WWF, Wrestlemania Challenge, £15 each. Game all in excellent condition. Phone Chris on (0628) 666413.

● Game Gear for sale with six games including Sonic 1&2, sell for £135 or swap for six SNES games, except from Mario, WWF and Street Fighter II. Phone Paul on Southampton 730823.

● NES for sale, all boxed includes light gun, 2 controllers, Mario 1, Turtles, Probotector, Simon's Quest, Duck Hunt and battle Toads, retail £154, sell for £100 ono. Call (0209) 214535, 4pm - 9pm.

● NES for sale with two controllers, Life-Force, Mario 1, Zelda 2, Off Road and World Wrestling, all for £85 ono. Call Matthew on (081) 428 9518, also with some free magazines.

● Mega Drive for sale, with Eswat and Club Soccer, 1 joypad and 1 joystick and PSU, good condition, worth £170, sell for £95 ono. Call Jay on (071) 625 5877 after 6pm.

● Game Boy games for sale, Operation C, Radar Mission, Tennis £12 each. On one cart Elevator Action, Boulderdash, Castlevania Pinball, £20, all for £50. Ring Tom on (0509) 412889.

● Excellent Genie Boy games for sale! £9-£14 including Star Wars, Speedball, Blades of Steel, Golf, T2 and Operation C, for complete list phone Toby on (0483) 425312.

● NES with 14 games including SMB3, Captain Skyhawk and Lightgun, boxes, instructions etc, £200 for all or will sell separately. Phone Ben on (0322) 863606 evenings please.

WANTED

● Wanted Transformer videos esp The return of Optimus Prime, will pay a reasonable price. Ring (0760) 24070.

● Wanted the original Decepticon Transformers esp sound wave transforms from a robot to a blue & white tape recorder and shock wave turns into a battery operated purple laser gun. Also wanted the cassettes which fir into sound wave. Phone (0760) 24070.

● Fatal Fury on SNES, swop for a SNES game or 2 Game Boy games. Ring for list on (0924) 848007 ask for James.

● Super NES games wanted, any condition boxed or un boxed American/Jap or UK. Tel (0274) 679548. Ask for Lee if no reply please leave message.

● Kirkbys Dream Land, Lemmings, Star Wars, Ninja Gaiden for the Game Boy and Mystical Ninja, Tiny Toons or Super Star Wars for SNES, call Tanya on (081) 455 7475.

● Wanted Super Tennis for SNES (US or UK version), will pay £20-£25. Phone Andrew on (0260) 275698.

● Wanted: SNES (UK) UN Squadron or Mario Kart will pay up to £25 ono. Contact Buey on (0623) 823220 after 4pm on Mon-Fri only. Also wanted Mega Drive games and Game Gear games.

● Super Magicom contacts to swap games. I have about 100 games to choose from. So if your interested send a games list to, Andy Richards, 14 Kent Street, Fleetwood, Lancashire, FY7 6BX.

SWAP

● Will swop Master System 2 with Sonic including a Game Gear with AC adaptor, magnifier and 4 games for Mega Drive with updated game, so get phoning George on (051) 531 7123

● For the SNES swop Japanese Actraiser for UK Lemmings. Phone Ged on (0233) 860479.

● SNES with two games, Out of this World and Probotector, two pads and US/JAP convertor, swap with Amiga 500+ or 600. Contact Graham on (0473) 270956.

● SNES games, ring for list, open to offers. Ring James on (0924) 848007.

● I will swap Paper Boy for use on Game Boy for Mario Land 2 or WWF Super Stars 2. Phone Andrew on (0204) 653531.

● Phantom Air Mission for G.B boxed, will swap for Crash Dummies,or (Arcade) or Lemmings. Phone Jonny after 5pm on (0203) 395490.

CLUBS

● Chris and Ricks, Super Nintendo mag, monthly, send £1 cheque or P/O to Chris, Is Super Nintendo Mag. 2 The Birches, Shandon By Helensburgh, Scotland, G84.

● Crazy computers club, run by gamers including games for sale, swap. Send SAE for details, please list interests. Luke Mcaughan, 23 Ocean View Cresc, Brixham, Devon, TQ5 OBE

● Join the SNES club and receive a regular fanzine containing cheats, reviews and competitions. If you'd like a form to join send a SAE to; Sheng Long, 294 Stanhope Rd, South Shields, Tyne & Wear, NE33 4QZ.



THE COMPLETE NES GUIDE

Game listings come and go from time to time but there has never been a listing of NES games to rival this! Every single game we could lay our hands on is here with a brief description and overall rating. Each has been given a category too so you can search out your favourite game styles and see what's available. We didn't bother putting the prices in, they vary so much from shop to shop and shopping around for the best bargains is part of the fun!

4-PLAYER TENNIS
Asmik — Sports
Four player tennis game with awful gameplay and dodgy controls. Stay away!
FORCE 49%

720°
Atari — Sports
Conversion from the classic arcade game but not half as good as the original.
FORCE 49%

A BOY AND HIS BLOB
Absolute — Arcade
Cacky graphics and an extremely odd story line. Buy it if you dare! We wouldn't!
FORCE 38%

ACTION 52
Active — Compilation
52 games on one cartridge. Most are poor but the odd one is vaguely playable.
FORCE 13%

ACTION IN NEW YORK
Infogrames — Beat-'em-up
Good graphics and speedy gameplay make this futuristic blaster a right stunner.
FORCE 85%

ADDAMS FAMILY
Ocean — Platform
Based on the hit movie this is an average platform game with nothing special to offer.
FORCE 58%

ADVENTURE ISLAND 2
Hudson Soft — Arcade
More arcade conversions but this is a real hum-dinger. Love it!
FORCE 69%

ADVENTURE ISLAND CLASSIC
Hudson Soft — Arcade
The classic arcade machine comes to life on the NES. Excellent fun.
FORCE 63%

ALIEN 3
Acclaim — Shoot-'em-up
Brilliant animation and atmospheric graphics and sound make this film licence a real winner.
FORCE 84%

BAD DUDES
Ocean — Beat-'em-up
More junk punching action with not one ounce of originality.
FORCE 33%

BARBIE
Hi Tech Expressions — Platform
Gawky characters and awkward levels make this a bit pink and fluffy!
FORCE 34%

BART VS THE SPACE MUTANTS
Acclaim — Arcade
Tough arcade puzzler with the highly successful Simpsons family.
FORCE 80%

BART VS THE WORLD
Acclaim — Arcade
Addictive platform levels combined with tricky sub games. Nice animation.
FORCE 73%

BASE WARS
Ultra Games — Sports
Baseball with a futuristic theme. Awkward controls make it unplayable.
FORCE 40%

BATMAN
Sunsoft — Platform
He's half-man, half-flying mouse but his games sure are fun! Great stuff.
FORCE 85%

BATMAN: RETURN OF THE JOKER
Sunsoft — Platform
More fun Batman action but not quite as slick as the first game.
FORCE 70%

BATMAN RETURNS
Sunsoft — Platform
The third Batman game from Sunsoft and it looks like they're getting lazy. Just an average platform game.
FORCE 58%

BATTLE OF OLYMPUS
Nintendo — Adventure
Swords, shields and fancy brown boots abound in this average adventure.
FORCE 54%

BAYOU BILLY
Konami — Light gun
Zapping at the screen with a chunk of plastic was never much fun. Don't buy it!
FORCE 30%

BIG NOSE THE CAVEMAN
Codemasters — Arcade
A cute dinosaur-bashing game but low on lastability.
FORCE 82%

BIONIC COMMANDO
Capcom — Shoot-'em-up
This was a great arcade game but the conversion to the NES hasn't really worked.
FORCE 59%

BLADES OF STEEL
Konami — Sports
Ice hockey simulation that is great fun with two players.
FORCE 78%

BLASTER MASTER
Sunsoft — Adventure
Huge levels of shooting adventure with some nice graphics.
FORCE 70%

BLUE SHADOW
Taito — Shoot-'em-up
Another one in the classic style. Kill all the level baddies then finish of the boss!
FORCE 66%

BLUES BROTHERS
Nintendo — Platform
Challenging but lightweight platformer with good graphics and brilliant music.
FORCE 81%

BOULDER DASH
First Star — Puzzle
Rocks, diamonds and meanies combine to bring you an excellent mind boggler.
FORCE 82%

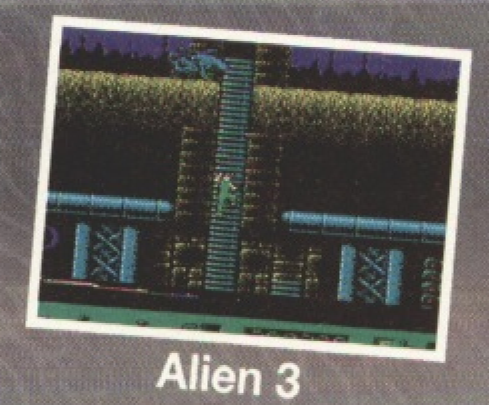
BUBBLE BOBBLE
Taito — Arcade
An excellent conversion from the coin-op with fast, frenetic action and excellent cute graphics.
FORCE 84%

BUCKY O'HARE
Konami — Platform
Another platformer with cute cartoon characters, but the NES does them so well!
FORCE 81%

BUGS BUNNY BIRTHDAY BLOWOUT
Kemco — Platform
The game to celebrate Bugs' 50th birthday but just another boring platformer.
FORCE 49%

BURAI FIGHTER
Nintendo — Shoot-'em-up
A *Forgotton Worlds* style shooter with some tough challenges but not much else.
FORCE 59%


Action 52


Alien 3



Barbie


Bucky O'Hare

CAPTAIN PLANET
Mindscape — Shoot-'em-up
Save the earth with the super heroes and have a good blast at the same time! FORCE 76%

CAPTAIN SKYHAWK
Nintendo — Shoot-'em-up
A challenging but frustrating shooter with some neat graphics. FORCE 79%

CASTELIAN
Sales Curve — Arcade
Originally titled *Nebulus* this is a frustrating puzzler lacking variety. FORCE 67%

CASTLEVANIA
Konami — Arcade
Detailed graphics and classic Castlevania gameplay make this a good challenge. FORCE 68%

CASTLEVANIA II
Konami — Arcade
The Castlevania games just get better and better. Similar gameplay but just as enjoyable. FORCE 69%

CASTLEVANIA III: DRACULA'S CURSE
Konami — Arcade
Third instalment of popular series with good graphics and solid gameplay. FORCE 70%

CHIP 'N' DALE RESCUE RANGERS
Capcom — Platform
The licence could have been used better — standard game. FORCE 66%

DARKWING DUCK
Capcom — Platform
Unoriginal and easy Disney game with good visuals but not much challenge. FORCE 77%

DAYS OF THUNDER
Mindscape — Racing
Why do they bother making games of such naff films? Stay well away! FORCE 30%

DEFENDER OF THE CROWN
Konami — Adventure
Attractive graphics and a medieval theme make this quite enjoyable. FORCE 69%

DEFENDERS OF DYNATRON CITY
JVC — Beat-'em-up
Nasty little bashing game with awful graphics. FORCE 39%

DIE HARD
Activision — Adventure
Strange game to play at first and a little unattractive, but is well worth persevering with. FORCE 77%

DIGGER T. ROCK: THE LOST CITY
Rare — Platform
A good looking game with great graphics but not much else. FORCE 50%

DISNEY'S ADVENTURES IN THE MAGIC KINGDOM
Capcom — Compilation
Five games in one but none of them live up to the great Disney tradition. FORCE 54%

DIZZY: THE FANTASTIC ADVENTURES OF
Codemasters — Adventure
An excellent platform adventure packed with puzzles and fun sub-games. A must for all NES owners. FORCE 92%

DONKEY KONG
Nintendo — Arcade
Classic game that launched a bloke called Mario to fame. Not very good by today's standards, though. FORCE 48%

DOUBLE DRAGON 2
Acclaim — Beat-'em-up
For *Double Dragon* read average beat-'em-up, that's all they've ever been! FORCE 48%

DOUBLE DRAGON 3
Acclaim — Beat-'em-up
See the comment for *Double Dragon 2* but double it! FORCE 32%

DRAGON'S LAIR
Elite — Adventure
Very tough arcade conversion with some neat touches. For experts only! FORCE 86%

DR MARIO
Nintendo — Puzzle
Tetris-style puzzler with all the neat Mario graphics oozing out of every corner. FORCE 80%

DROP ZONE
Mindscape — Shoot-'em-up
Another classic shoot-'em-up that's great in short bursts. FORCE 82%

DUCK HUNT
Nintendo — Arcade
Free with the NES Action Set and quite fun for a while with the Zapper light gun. FORCE 52%

DUCK TALES
Capcom — Platform
A brilliant platform adventure with lots to see and do with the added attraction of brilliant Disney graphics. FORCE 85%

DYNABLASTER
Hudson Soft — Arcade
Plant bombs to blast opponents. A fun game for two players with lots of blasting action. FORCE 74%

ELIMINATOR BOAT DUEL
The Sales Curve — Racing
Racing on the high seas with three different view points and plenty of humour. FORCE 56%

ELITE
Imagineer — Strategy
A tough but challenging space adventure with a fantastic two-player control option. FORCE 89%

EXCITE BIKE
Nintendo — Racing
Very early horizontally scrolling bike simulation with nothing interesting to offer. FORCE 31%

F-15 STRIKE EAGLE
Microprose — Simulation
An excellent flight simulation with great graphics, in superb MicroProse tradition. FORCE 87%

FAXANADU
Nintendo — Adventure
A playable adventure game in the same style as the Zelda series. FORCE 64%

FERRARI GRAND PRIX CHALLENGE
Acclaim — Racing
Playable racing game but nothing to burn rubber about! FORCE 60%

FLINTSTONES
Taito — Platform
A must for all fans of the cartoon because the graphics are smart, but the game is nothing special. FORCE 59%

GALAXY 5000
Activision — Racing
Racing sims can be great on the NES — and then you have games like this. It looks awful, controls aweful and isn't much fun at all! FORCE 42%

GAUNTLET 2
Mindscape — Arcade
The classic arcade machine comes to life on the NES once again. Small graphics but lots of fun to play. FORCE 77%

GEORGE FORMAN'S KO BOXING
Sunsoft — Beat-'em-up
Wow! A fighting game where you don't have to walk through the streets! Quite sad though. FORCE 52%

GHOSTBUSTERS 2
HAL — Shoot-'em-up
Another film licence that's almost as bad as the big-screen effort! FORCE 59%

GOAL!
Jaleco — Sports
A soccer sim with a strange viewpoint of the action and some neat animation sequences. FORCE 70%

GOLD METAL CHALLENGE '92
Capcom — Sports
Multi-event Olympic simulation. Fun with friends but tedious on your own. FORCE 74%

GOONIES II
Konami — Adventure
Boring adventure game with 3D style sections. Save your money! FORCE 30%

GRADIUS
Konami — Shoot-'em-up
A brilliant shoot-'em-up packed with power-ups and interesting levels to blast. FORCE 82%

GREMLINS 2
Sunsoft — Shoot-'em-up
Another film licence with meadiocre gameplay. Gizmo's cute though! FORCE 55%

GUMSHOE
Nintendo — Light gun
Strange Zapper game where you shoot the hero to make him jump! FORCE 68%

HAMMERIN' HARRY
Irem — Beat-'em-up
A dash 'n' bash platformer lacking variety. Too easy for experienced players. FORCE 80%

HOGAN'S ALLEY
Nintendo — Light gun
Point the Zapper and shoot the cardboard cutouts. Just like the fair but without the prizes! FORCE 62%

HOME ALONE
T•HQ — Platform
Looks really sad with that annoying brat running about but it's quite playable! FORCE 64%

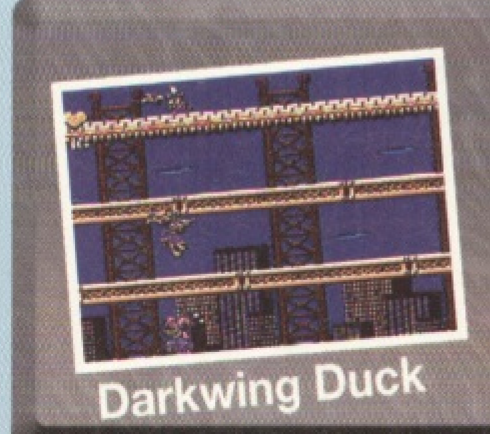
HOOK
Ocean — Platform
Nice visuals but boring gameplay make this film tie-in disappointing. FORCE 73%

HUNT FOR RED OCTOBER
Hi Tech Expressions — Shoot-'em-up
Why make a game out of such a sophisticated film? Too slow to be any good. FORCE 40%

IRON SWORD
Nintendo — Platform
Adventure-cum-sword-cum-role playing style game — yes another! Decidedly average. FORCE 57%

ISOLATED WARRIOR
Nintendo — Shoot-'em-up
Semi-3D walkaround shooter with plenty of aliens to pop off! Above average. FORCE 69%

IVAN 'IRON MAN' STEWART'S SUPER OFF ROAD
Nintendo — Racing
Gather your mates around and this is excellent fun. The graphics are a little on the small side, though. FORCE 62%


Darkwing Duck


Dizzy


F15 Strike Eagle


Hook

JACK NICKLAUS GOLF
Konami — Sports
Golfing has never been brilliant on the NES, this isn't a bad attempt.
FORCE 63%

JAMES BOND JR
T•HQ — Shoot-'em-up
Just under-average platform game but not worth the £40 asking price.
FORCE 49%

JOE & MAC CAVEMAN NINJA
Elite — Arcade
Brilliant cartoon graphics and animation make this stone-age stormer a hit. The two-player mode is a great laugh!
FORCE 77%

KABUKI QUANTIM WARRIOR
Nintendo — Beat-'em-up
More levels of fighting action with nothing special to write home about.
FORCE 59%

KICK OFF
Anco — Sports
Lots of green. Well it is a soccer simulation after all. Not bad.
FORCE 79%

KICKLE CUBICLE
Nintendo — Puzzle
Cute puzzle game with some brain-numbing problems to solve.
FORCE 78%

KONAMI HYPER SOCCER
Konami — Sports
Slick soccer game that is excellent as a two-player.
FORCE 80%

KRUSTY'S FUN HOUSE
Acclaim — Puzzle
Simpsons game with lots of puzzling levels of rats to capture. A bit repetitive.
FORCE 75%

KUNG-FU
Nintendo — Sports
Quite playable arcade-style fighter but long plays soon make it annoying.
FORCE 41%

LEMMINGS
Ocean — Puzzle
Save the suicidal rodents in this classic puzzle game. Controls are tricky on the joypad.
FORCE 81%

LIFE FORCE
Konami — Shoot-'em-up
More shooting action with some nice graphical touches.
FORCE 68%

LITTLE MERMAID
Capcom — Platform
Disney licence high on visuals, short on gameplay.
FORCE 59%

LITTLE NEMO
Capcom — Adventure
Cute and cuddly with some neat graphics but a bit tough for beginners.
FORCE 72%

LOW G MAN
Nintendo Taxan Group — Shoot-'em-up
Action-packed levels of shooting with some huge bosses!
FORCE 83%

MANIAC MANSION
Jaleco — Adventure
A brilliant adventure game with lots of locations and puzzles to solve.
FORCE 80%

MARBLE MADNESS
Milton Bradley — Arcade
Unique game bashed on marble rolling. Quite fun for a while.
FORCE 58%

MARIO & YOSHI
Sunsoft — Puzzle
Fun puzzler with all the graphics out of the Mario games. Can get frustrating.
FORCE 88%

MAXIVISION 15
Maxivision — Compilation
Same old story. 15 cack games when one good one would have done!
FORCE 19%

McDONALDLAND
Ocean — Platform
A worthy platform game that will take some cracking.
FORCE 81%

MEGA MAN
Capcom — Platform
The first of the series and probably the worst. One for the collection if you're a Mega Man fan.
FORCE 68%

MEGA MAN 2
Capcom — Platform
A spruced up version of the original. A fun platform romp.
FORCE 80%

MEGAMAN 3
Capcom — Platform
An improvement over the other two and quite a challenge.
FORCE 85%

METROID
Nintendo — Shoot-'em-up
Meadiocre shoot-'em-up with nothing new to offer the blasting game fiend.
FORCE 53%

MICRO MACHINES
Codemasters — Racing
Mini vehicles race around a variety of circuits. Highly addictive with an exciting two-player option.
FORCE 86%

MIG 29 SOVIET FIGHTER
Codemasters — Shoot-'em-up
Detailed backdrops, thumping tunes and various missions ensure high lastability.
FORCE 78%

MIRACLE PIANO
Mindscape — Piano tutor
Teach yourself the piano with this home learning kit. Comes with a synthesizer.
FORCE 89%

MISSION IMPOSSIBLE
Palcom — Shoot-'em-up
A variety of gamestyles including racing and shooting make this quite fun.
FORCE 68%

MONSTER IN MY POCKET
Konami — Platform
A great introduction to slash and bash platforming but with only five levels it's a little bit easy.
FORCE 81%

NES OPEN GOLF
Nintendo — Sports
Good attempt at a golfing game with Mario as the star!
FORCE 82%

NEW ZEALAND STORY
Ocean — Platform
One of the N-FORCE team's favourite arcade machines expertly converted.
FORCE 90%

NOAH'S ARK
Konami — Platform
A lower priced game with some brilliant graphics and fun characters. Really neat!
FORCE 77%

NORTH & SOUTH
Infogrames — Strategy
Poor battle sim, easy to play and just as easy to forget. Nice idea, but bad execution.
FORCE 40%

NINTENDO WORLD CUP
Nintendo — Sports
Soccer simulation with cartoony graphics. Not brilliant but a good laugh.
FORCE 57%

OPERATION WOLF
Taito — Light gun
How do you immitate the arcade machine? Use the Zapper gun and make the game cack!
FORCE 38%

PAPERBOY 2
Mindscape — Arcade
Ride your bike and deliver papers in this poor arcade conversion. Looks identical to the SNES game!
FORCE 43%

PARASOL STARS
Ocean — Arcade
Sequel to *Rainbow Islands*. Bubbly graphics and bouncy tunes but difficult gameplay.
FORCE 72%

PIRATES
Konami — Strategy
More of a role playing game with sea-faring levels. Swash buckling action but nothing special.
FORCE 45%

POWER BLADE
Taito — Beat-'em-up
Yet another of the run around, hit things and defeat the boss clones. A waste of time.
FORCE 49%

PRINCE OF PERSIA
Sunsoft — Platform
An addictive, tricky and above average platform game with excellent animation.
FORCE 84%

PRINCE VALIANT
Ocean — Shoot-'em-up
A tough medieval fighting game. The dodgy controls make it annoying.
FORCE 71%

PROBOTECTOR
Konami — Shoot-'em-up
A classic blasting game originally titled *Contra*, so good they made a sequel!
FORCE 82%

PROBOTECTOR 2
Konami — Shoot-'em-up
More action in the *Contra* style and a right good blast.
FORCE 89%

PUNCH OUT
Nintendo — Beat-'em-up
A boxing simulation with a few laughs but nothing out of this world.
FORCE 40%

QUANTUM FIGHTER
Nintendo — Beat-'em-up
Vigilante action with bugs and baddies galore.
FORCE 67%

QUATTRO ADVENTURE
Camerica — Compilation
Four average platform adventures in one. *Treasure Island Dizzy* is the top of the crop.
FORCE 80%

QUATTRO SPORTS
Camerica — Compilation
The American import version of *Super Sports Challenge*. My how time erodes a game!
FORCE 72%

RAD GRAVITY
Activision — Platform
Item-collecting and problem solving platformer with neat twists.
FORCE 64%

RAD RACER
Bandai — Racing
Another average racing game in the mould of Out Run.
FORCE 41%

RAINBOW ISLANDS
Ocean — Arcade
Packed with colour and addictive gameplay. Great stuff!
FORCE 90%

RC PRO-AM
Rare — Racing
Initially fun but soon becomes boring. Great game to play with friends.
FORCE 59%

RESCUE: THE EMBASSY MISSION
Kemco — Arcade
Various game styles with a terrorist and sniper theme. Not too hot but worth a look.
FORCE 56%


Kick Off


Marble Madness


Maxi 15


Quattro Adventure

ROAD FIGHTER
Palcom/Konami — Arcade
Another arcade conversion, but it should have been left there!
FORCE 39%

ROBIN HOOD PRINCE OF THIEVES
Virgin — Adventure
Nice visuals in this role playing adventure but the game soon loses its appeal. FORCE 68%

ROBOCOP
Ocean — Shoot-'em-up
Basic blaster based loosely on the hit movie. The film's better! FORCE 59%

ROBOCOP 2
Ocean — Shoot-'em-up
The sequel is usually worse but it this case it's a much better game.
FORCE 70%

ROBOCOP 3
Ocean — Shoot-'em-up
More Robo blasting action to test the hardest fan. FORCE 80%

RODLAND
The Sales Curve — Arcade
Good animation and graphics make this platform puzzler very addictive but soon becomes samey.
FORCE 84%

ROLLER GAMES
Konami — Beat-'em-up
Action on roller skates with motor bikes and clubs among the things to avoid.
FORCE 58%

ROUNDBALL 2-ON-2 CHALLENGE
Mindscape — Sports
A fun basketball sim with strong playability. The one-player option is limited. FORCE 77%

SECRET STORM
Color Dreams — Platform
Gulf war game with seven stages, all of them not much cop! FORCE 59%

SHADOW WARRIORS
Tecmo — Beat-'em-up
Get out your swords for another slashing game, boring! FORCE 47%

SHADOWGATE
Kemco — Adventure
More 3D-style role playing with some excellent graphics to see.
FORCE 79%

SKATE OR DIE
Palcom — Sports
Five games in one and all of them are a pile of cack! FORCE 40%

SKI OR DIE
Palcom — Sports
Winter sports simulation with lots of white screen but nothing much else. Steer clear!
FORCE 44%

SMASH TV
Acclaim — Shoot-'em-up
Wild blasting with a futuristic TV theme. Soon gets boring though.
FORCE 77%

SNAKE, RATTLE 'N' ROLL
Nintendo — Arcade
Great in two-player mode. This 3D style game can be great fun.
FORCE 85%

SNAKE'S REVENGE
Konami — Arcade
Nice looks, shame about the playability. Nothing outstanding here.
FORCE 40%

SOLAR JETMAN
Rare — Shoot-'em-up
A cross between Asteroids and Drop Zone but not half as good as either.
FORCE 40%

SOLSTICE
Imagesoft — Adventure
Isometric 3D adventure in the style of the classic *Head over Heels*, quite rare on the NES. FORCE 81%

SPIDERMAN: RETURN OF THE SINISTER SIX
Acclaim — Beat-'em-up
Tricky controls make this Spidey adventure a bit frustrating to start but there are some good moody effects.
FORCE 85%

STAR WARS
Lucas Film — Shoot-'em-up
Luke Skywalker and chums in a good conversion from the hit movie.
FORCE 78%

STREET GANGS
Infogrames — Beat-'em-up
A fun-packed beat-'em-up with great gameplay, especially in two-player mode. Dodgy sprite detection.
FORCE 81%

SUPER MARIO BROTHERS
Nintendo — Platform
Ground-breaking early Mario game that's still great fun to play.
FORCE 73%

SUPER MARIO BROTHERS 2
Nintendo — Platform
Quite a diversion for Mario games as you can choose to play any character! Not in the classic Mario style.
FORCE 85%

SUPER MARIO BROTHERS 3
Nintendo — Platform
In our opinion, the best Mario game yet! Packed with levels and all beautifully presented. FORCE 92%

SUPER SPIKE V'BALL
Nintendo — Sports
Volleyball has never been sucessfully converted to the console, but this makes a good attempt. FORCE 62%

SWORD MASTER
Activision — Slash-'em-up
Another beat-'em-up that does nothing for the NES. FORCE 49%

SWORDS AND SERPENTS
Acclaim — Adventure
A quest style game with a different approach — 3D style gameplay.
FORCE 72%

TALESPIN
Capcom — Shoot-'em-up
A playable blaster but a waste of the cartoon licence. FORCE 73%

TEENAGE MUTANT HERO TURTLES
Ultra — Platform
Bright and colourful platform shooter with lots of pizza power-ups and guardians. FORCE 71%

TIME LORD
Rare — Puzzle
Where's Dr Who? If he'd have been here this might have been a better game! FORCE 45%

TINY TOON ADVENTURES
Konami — Platform
An addictive adventure starring the great Warner Bros characters.
FORCE 88%

TO THE EARTH
Nintendo — Light Gun
Zapper games are usually rubbish but this one's quite playable. FORCE 78%

TOM & JERRY
Hi Tech Expressions — Platform
A standard platform adventure with heaps of cartoon-style fun.
FORCE 80%

TOP GUN
Konami — Shoot-'em-up
Take my breath away! Well this certainly doesn't. FORCE 59%

TOP GUN: THE SECOND MISSION
Konami — Shoot-'em-up
Nice static screens but the usual HUD view point with nothing much going on.
FORCE 66%

TRACK AND FIELD 2
Konami — Arcade
Joypad tapping arcade conversion with some tough events to master.
FORCE 52%

TROG
Acclaim — Arcade
Addictive two-player maze game with loads of levels — very playable.
FORCE 88%

TURBO RACING
Data East — Racing
Quite attractive Formula 1 game with some of the best racing graphics around.
FORCE 74%

TURRICAN
Imagineer — Shoot-'em-up
Fast graphics and gameplay make this a tough but fun blaster. FORCE 77%

TURTLES 2
Konami — Beat-'em-up
More green guy action but a highly repetitive game style. FORCE 59%

ULTIMATE AIR COMBAT
Activision — Simulation
Nothing ground-breaking but a fun flight sim all the same. FORCE 66%

ULTIMATE STUNTMAN
Camerica — Racing
Action packed with a variety of levels But lack of originality. FORCE 83%

WIZARDS AND WARRIORS
Acclaim — Adventure
More action with an adventure theme. Nice graphics and sounds keep your attention. FORCE 71%

WIZARDS AND WARRIORS III
Acclaim — Adventure
Good looking stuff with lots of adventure to play through.
FORCE 80%

WRATH OF THE BLACK MANTA
Taito — Beat-'em-up
More of the platform fighting kind starring... a black manta!
FORCE 51%

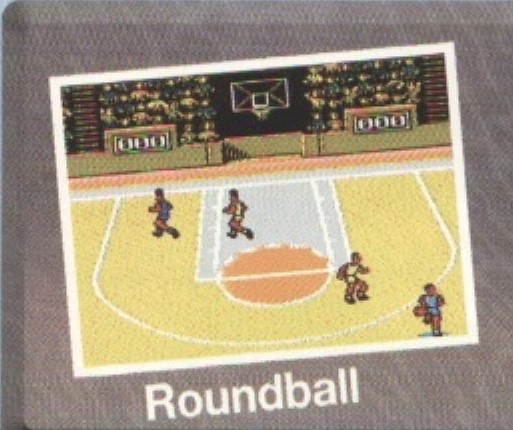
WWF WRESTLEMANIA
LJN — Beat-'em-up
Those bullies of the big screen are all here for some bashing action.
FORCE 69%

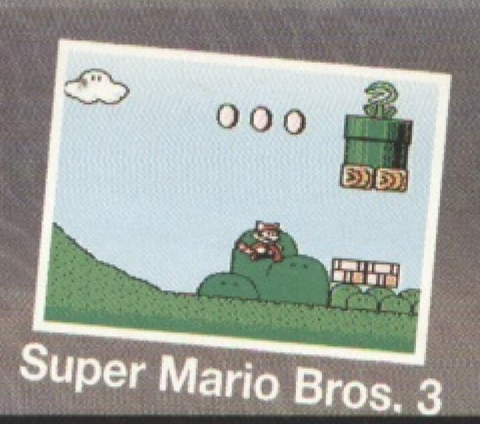
YOSHI'S COOKIES
Nintendo — Puzzle
The weakest Mario title so far. Good fun but the idea's wearing thin.
FORCE 70%

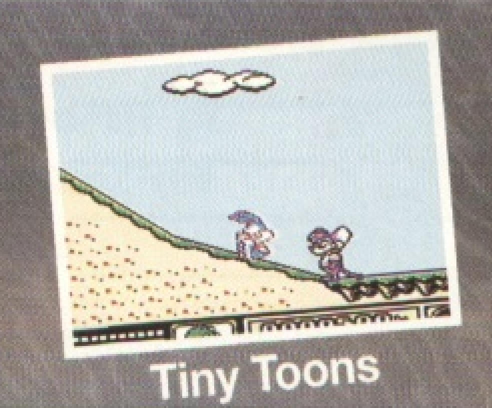
ZELDA: THE LEGEND OF
Nintendo — Adventure
Classic Nintendo adventure with that princess who keeps getting nabbed!
FORCE 83%

ZELDA 2: THE ADVENTURE OF LINK
Nintendo — Adventure
More Zelda adventuring, better than the first game. FORCE 86%

Phew! That's the lot — for now! We'll be regularly updating the list with all the new releases we get.


Roundball


Super Mario Bros. 3


Tiny Toons



Yoshi's Cookies

NEXT MONTH

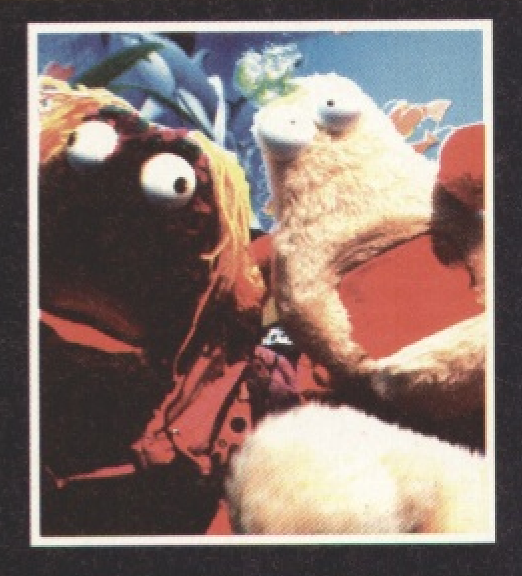
There will be more fun with your NES from the world's only 8-bit Nintendo magazine next month. We'll have such delights as...

Super Mario Bros — The Movie

All the hot gossip from behind the scenes of the film that is set to take box offices by storm this summer. We've got a two-page feature packed with essential information including all the gen on how the special effects were created.

Zig & Zag from THE BIG BREAKFAST

We get those lovable aliens to review a few of their favourite NES games. Well Zag reviews them, Zig just wibbles on about Billy and Jimmy who live in the bungalow next door!

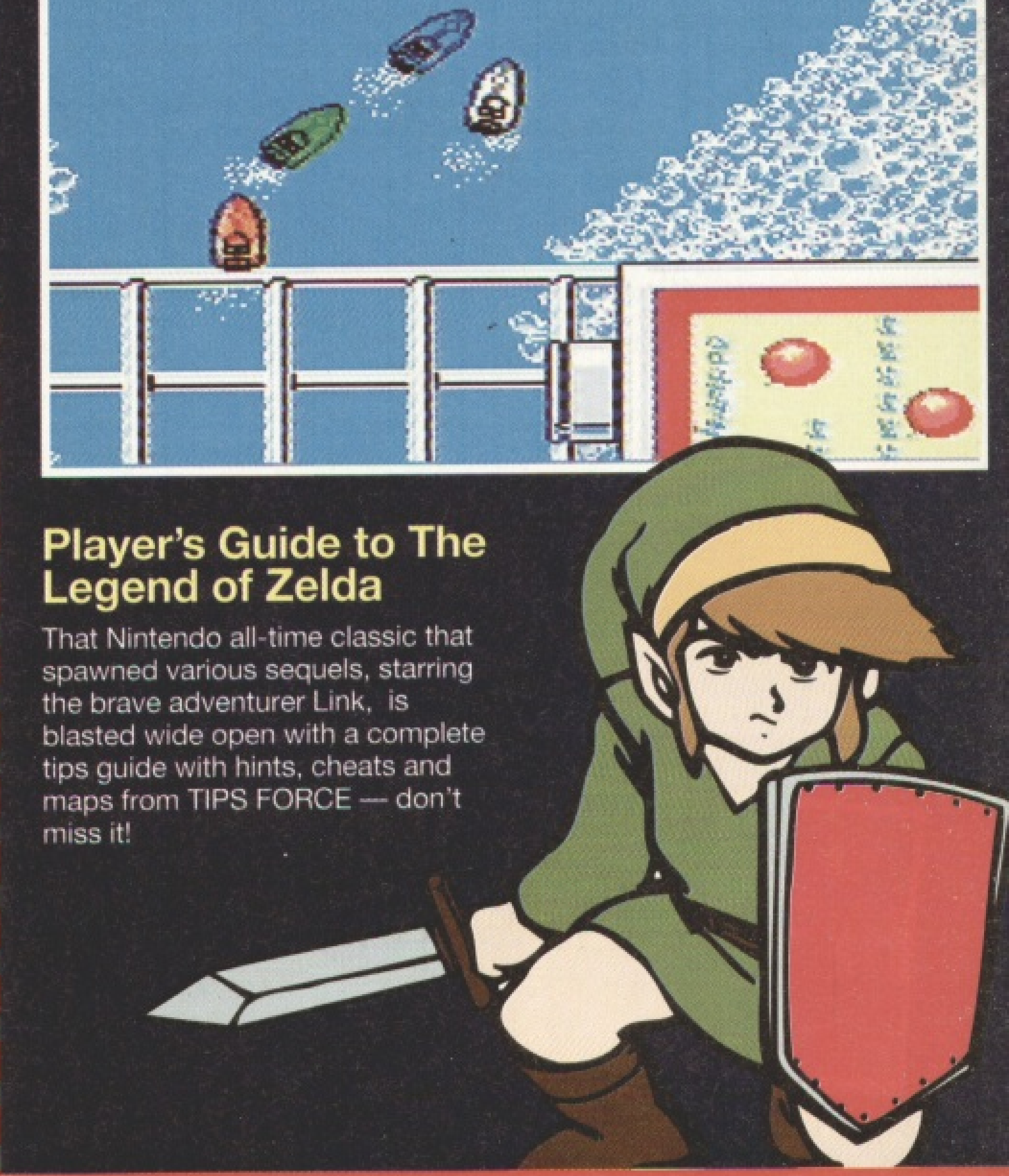




Player's Guide to Micro Machines

The number one race game from Codemasters gets the TIPS FORCE treatment with a guide to each nail-biting stage and tips on controlling each of the hair-raising miniature beasts!

PLUS! More hot reviews on the latest NES releases in the UK and USA including *Overlord* from Virgin Games, *Super Adventure Challenge* from Codemasters and *Lethal Weapon* from Ocean.



Player's Guide to The Legend of Zelda

That Nintendo all-time classic that spawned various sequels, starring the brave adventurer Link, is blasted wide open with a complete tips guide with hints, cheats and maps from TIPS FORCE — don't miss it!

Reserve a copy!

Don't miss out on your next copy of the only read for all NES owners — N-FORCE. Fill in this coupon then either cut it out or photocopy it and hand it in to your local newsagent who will be happy to put a copy of this spiffing magazine under his counter or deliver it especially for you.

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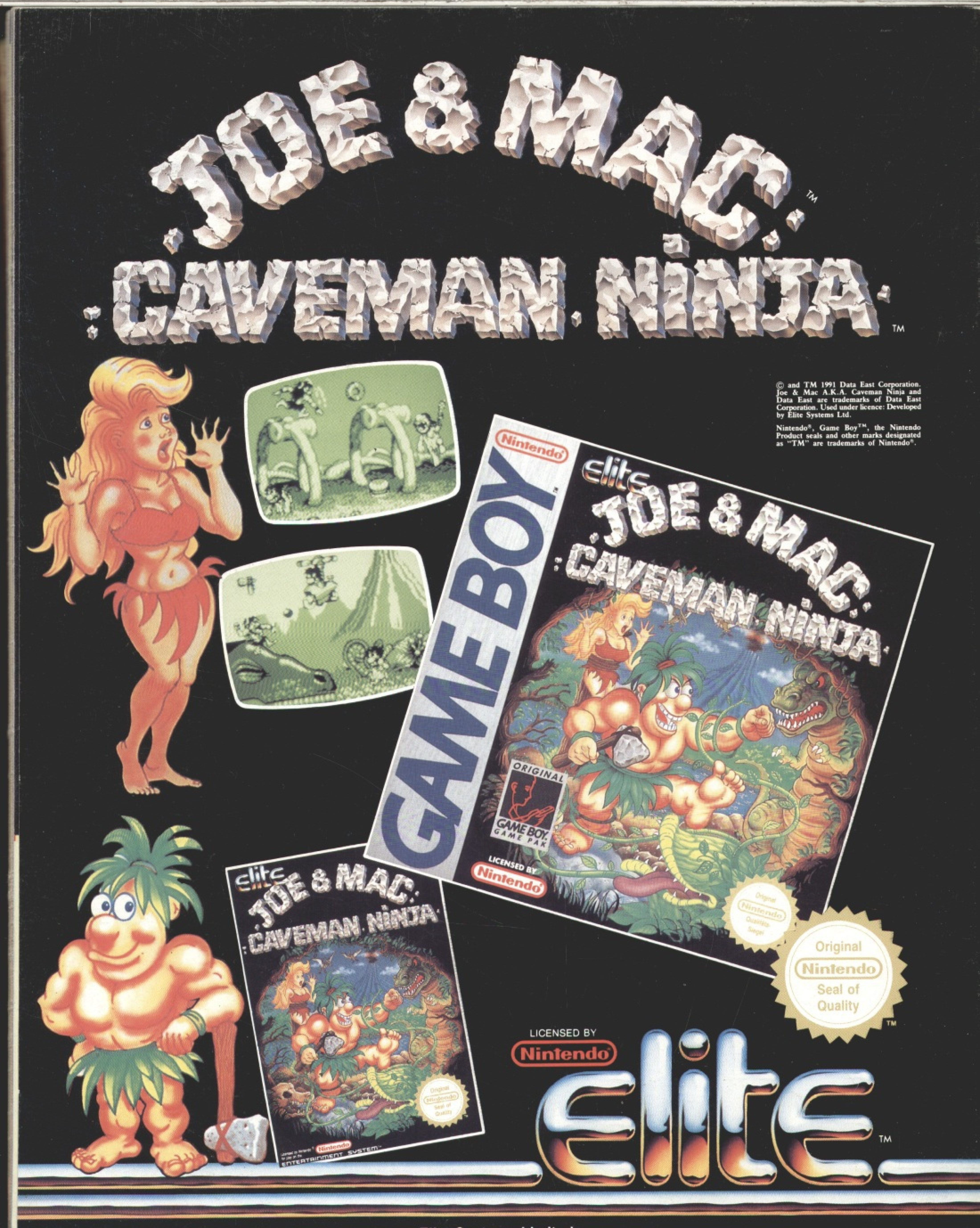
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